

FRONT MISSION 2089

Border of Madness

フロントミッション2089 ボーダー・オブ・マッドネス

公式コンプリートガイド



Prologue

In 1995, the (fictional) "Huffman Island" emerged in the Pacific Ocean.

国)という

The island was divided between the O.C.U. (Oceania Commonwealth

Nineteen years after the previous great war in the year 2089

Skirmishes frequently erupt along the island's borders.
Rumors spread that a major war between the two great nations might erupt once more...

As if to prove the rumors, both armies reinforced their forces and hired mercenaries for border security duties.

Shortly after mercenaries began guarding the borders, incidents began occurring with alarming frequency: and the bodies of mercenaries presumed dead were not found.

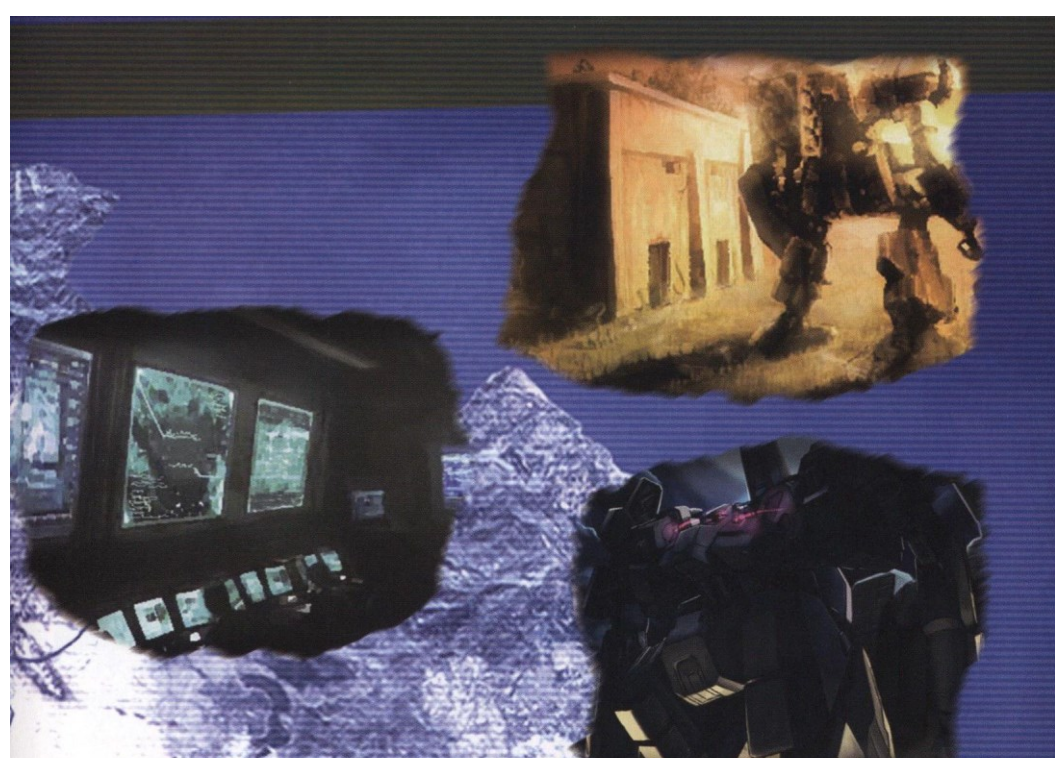
Did they desert? Was their death faked? Speculation runs rampant.
Another mercenary was sent to the island—

This is a tale of a great nation's conspiracy.
The mercenary unit,

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Army Mechanized Division Border

The mercenary dispatched to that unit is named St. Kazuichi.
He is the commander of the 1st Army Mechanized Division

While carrying out numerous missions, the Storm Squadron encountered inexplicable incidents such as the 1995 missing mercenaries incident. encountered inexplicable incidents such as a clash with the pitch-black WAP unit. Behind the scenes of



a tale of mercenaries
tossed about by fate. This



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フロントミッション2089 ボーダーオブマッドネス

To know the world
Before heading to
various battles on
Huffman Island,

Before heading into the various battles on Huffman
Island, worldview and the general flow of the game.

"Charge the battlefield as a mercenary unit!"

In 'Front Mission 2089: Border of Madness', you
lets you become the protagonist, S-1M, and alongside fellow
mercenaries and battle enemy forces aboard the WAP
(Wanzah), a bipedal weapon. -, and fight enemy forces.

The story unfolds through encounters and farewells with
various characters.. This page introduces the content of
each part and an introduction to the content of each part.

Mission: Engage enemy forces in combat



ファルコン：
今回は工場施設の防衛任務だ。
増援としてミサイル装甲車輦を用意した。

"Kyōnter Mission"

G—INTER MISSION ————— J

1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

Intermission refers to the base where
the story squadron is permanently
stationed. a routine activity at the base
where the squadron is stationed. You
accept missions at headquarters or

戦場へ

To the

Mission refers to combat against
enemy forces. Part refers to the combat
against enemy forces. Set up in the
intermission and fight enemy WAPs using
various weapons. to battle enemy WAPs.

Mission

MISSION

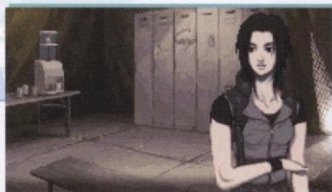


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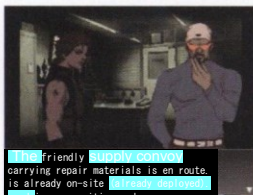
Preparing for Combat

Preparing for

During the intermission, you can prepare for the mission in various ways. Prepare for battle by checking the situation at the Mercenary Office and setting up your WAP.



Customize your
WAP Set up
In the hangar,
you can store
various equipment
In the hangar, you can



Receive the
operation in the
command room.
Receiving the
operation

At the mercenary
headquarters, the next
day with my comrades
Deepening bonds
Progress conversations at the



It's morning...
Ah, Commander Sui has dark circles
under his eyes too.
...battling online until



For details on Intermission, see each page.

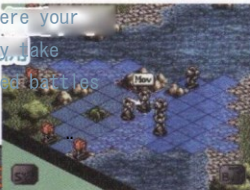
Accept missions at headquarters..... P.022
Understand the role of the base..... R024
Learn about **WAP** R026
Learn the setup procedure..... R032
Earning Money in the Arena..... P230

Aiming for Mission Success

Fighting in the

Execute the mission you accepted during the intermission. Depending on the mission details, the types of enemies that appear and the The objectives for mission success will vary.

Turn-based battles where your
army and the enemy army take
turns acting. Turn-based battles
are divided into



Use various attack
methods to take down
enemies

>The attack method changes and
adapt your tactics to the



Stiffened pilots
Learn **new** skills

Pilots grow and learn
special abilities
(skills).. Additionally,
they gain powerful WAP
(Lynx Attack).



For mission details, see each page

Learn about the pilot's abilities..... R036
Understand the mission flow..... R046
Learn various combat knowledge..... P.04&
Confirming Attack Method Types..... P.053
Learn practical application tactics..... P.053

登場キャラクター紹介

□.□. U.W Do



On Huffman Island, contested by the two great powers □.□. and U.S.N., The unit guarding the □.□. border is the R.O.□.□. Commander Falcon, commander of the unit, recognized the skill of Storm, who had been and appointed him as the captain of the Border Maintenance Unit. Mercenaries gathered there as border mercenaries gathered as border guards, and the Storm Squad was formed with Storm as its leader.. Currently, the Storm Squadron

□.□.□.SIDE CHARACTER



STORM

A mercenary professional possessing exceptional WAP

■ DATA

Age: 25
Blood Type: B
Height: 180 cm
Physical Appearance: Appears slender at first glance but is muscular
Favorite food: Eats military rations, has trained his taste buds
Former code name: Barrett Sto

Former Special Forces commander dispatched to Huffman Island His outstanding WAP piloting skills and combat experience and appointed captain of a mercenary unit primarily responsible for border security His WAP piloting skills are among the best in the regular military and possesses outstanding abilities in "hand-to-hand combat," "close range," and "long range.". Even



Rain

The serious-minded woman who holds the

■ DATA

Age: 23

Blood Type: A

Height: 171 cm

Physical Appearance: Looks petite but is actually curvaceous and a heavy drinker

Favorite Foods: Black tea, Western-style sweets with fresh cream

Uniform: Issued / Received from a distinguished military



S I ■ As the deputy commander of the unit, he handles secretarial duties but often struggles to connect with the other members. She steps in to support them, acting as a reliable In the often chaotic squad, she secretly longs to be the first to celebrate she wants to let loose and have fun, but her serious nature won't let her. She lost the unit she belonged to in the

CHAMP

Champ

WAP battles are decided by hand-to-hand combat.

■ DATA

Age: 29

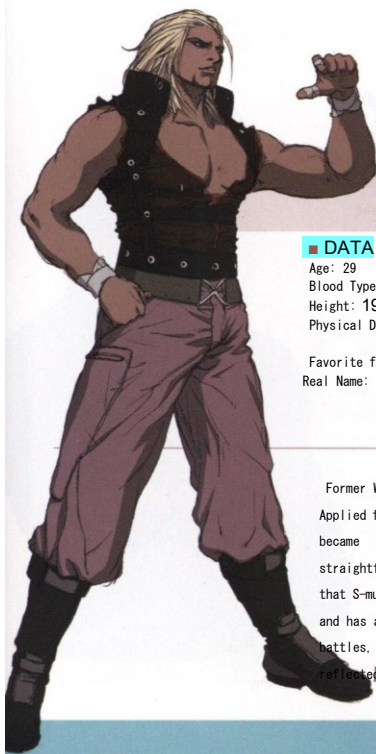
Blood Type: O

Height: 193 cm

Physical Description: Muscular, rugged build Low body fat

Favorite food: Meat

Real Name: Stan Williams



Former World Champion in Stand-Up Mixed Martial Arts. Applied for a border guard position on Human Island and became a mercenary. He has a cheerful and straightforward personality and hates losing. Hearing that S-mu excels in hand-to-hand combat in the military and has always wanted to spar with him someday. In WAP battles, where the rider's piloting skills are reflected, he excels in hand-to-hand combat, drawing





ODDEYE

Advanced operator skills and
Supports the team with his

■ DATA

Age: 20 years old

Blood Type: AB

Height: 165cm

Physical Appearance: Average build, not too thin

Favorite Foods: Noodles. Recently, tonkotsu ramen is a favorite

A quarter-Nordic Japanese, she applied for the Border Guard recruitment and became a mercenary. She has odd eyes with different colored irises, and uses that name as her code name. Her skills as a pilot are top-notch, and in the SWAT team She loves all things mechanical and is highly dexterous. The accessory she wears around her neck is a self-made cat-shaped universal PC media device.



GRAY

Joining the fray from the Special
Forces Sniper Team A legendary sniper
who stakes everything on a single

■ DATA

Age: 24

Blood Type: A

Height: 184cm

Physical Appearance: Muscular at first glance, but recently concerned about gaining weight

Favorite foods: Curry and hamburgers

Best Music: Ash Ketchum

Originally served in the O.C.U. military special forces sniper team but was discharged for reasons unknown. He became a mercenary and was assigned to the S-00 Squad. He still seems unable to let go of his past as a regular military member and always wears a regular military uniform. on the battlefield. He utilizes the skills honed during his time with the



Falcon



Commander of the O.C.U. mercenary unit and S-u-m's superior officer. Though not wearing a uniform, but is a regular military officer. Though he appears tough-looking at first glance, but he is a

Buggy



A cheerful character who is the Rain one of the two survivors from the unit Rain He is assigned to Storm Squad as a candidate for additional members. to the Storm

Hepaist



The veteran mechanic joining the S-l-oom Squad. Also, as a driver of supply vehicles on the battlefield. His speech and actions border on sexual harassment, but his carefree attitude somehow endearing.

Lycov



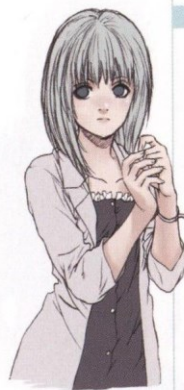
A technical specialist dispatched from a company He's a technical specialist dispatched by the company backing the Storm Squad. Hephaestus He claims "The guy's a genius," but the truth remains

Faceless



He is the captain of the O.C.U. military special forces unit "Delta". He is a purebred soldier who stakes his pride on mission success. pride on mission success. During joint operations with the

Aisha



A neuroscientist who earned his doctorate at age 14. neuroscience researcher. Often perceived as youthful and finds it bothersome. She is the type to become completely absorbed in her interests and often

Sarna



A mercenary unit with extensive combat experience, the "Chariot Squad." Commander of the "Chariot Squad," a mercenary unit with extensive combat experience, to visit the border security base, to observe

Tornado



As a replacement pilot candidate, alongside Champ and Odd Eye, to the Isle of Man. In live-fire training, he was easily defeated by S-I-M his marksmanship was recognized, and he was assigned to the and assigned to

Ellen Tiller



A former instructor of Rain's, a mercenary in the O.C.U. military. He is currently stationed at a border guard base, on the base conducting field inspections. He is knowledgeable about the situation on

Alchemist



One of the mercenaries who excelled in combat training. He seems interested in Storm, and seems to be trying to learn about his past. "You can sense the atmosphere of a special unit." "...O

—



A former WAP pilot stationed at the mercenary headquarters. WAP pilot, a veteran mech Nick. He's knowledgeable about base facilities and WAP and battlefield tactics, and other essential mercenary

Thomas Norland



O.C.U. Ground Defense 1st Army 3rd Mobile Brigade Lieutenant, and the 2086 Huffman Crisis. Though hailed as a hero, his behavior within the base is often puzzling.

Rachel



Famous journalist. attempted to be killed, but was saved by the to investigate something. to investigate, she heads to the O.C.U. military She seems to recognize the tattoo on Storm's right shoulder.

Johnston



Rachel and I came to the O.C.U. military zone journalist team. One of the journalists covering the C.U. Military Administration Zone. the WAP attacked, and the jeep he was driving jeep was destroyed, leaving

Dr. Brown



An officer in the O.C.U. Military's Department of Science and Technology. Later, the BD (Bio-Neural Device), p. 243) which later became the foundation of the BD (Bionatural Device, p. 243) project.

Dr. Gilmore



Alongside Dr. Brown, he is working at the O.C.U. facility to develop research using human brains as memory devices. as memory storage devices. The research was conducted in strict secrecy but information

Notsukas & Hyun



The Vampires unit, cornered and desperate, to rescue the cornered Storm unit. Neither piloted WAPs, did not pilot WAPs, instead boarding tanks and helicopters. Incidentally, they refer to themselves as "the old man's generation," storytellers, not disciples," but that's just Hephaistos a way of hiding their embarrassment around Hephaistos.

VAMPIRES



A mysterious unit wielding jet-black WAPs. They are known as Vampires. Az). are given codenames like **FX-01J**, and are known as the Numbers.

and serve as special forces carrying out direct missions on the battlefield. Information regarding their objectives and affiliated nation is concealed and only a few know their true identities. will clash with them on various

VAMPIRES CHARACTER

Berserker



X-

ゴーレムやキマイラと共に行動するヴァンパイアズ部隊の1人。

Golem

X-09

女性パイロットながら、力に任せた格闘攻撃を得意とする。

Wizard

X-07

A special WAP equipped with WAP that restores allies

Chimera

X-05

Manipulates a large, jet-black mobile weapon A significant

Necromancer

X-11

Biojammer Leading the "Mage Corps" The leader.

Monk

X-12

Once Champ's right-hand man. Currently a member of the Vampires.

Death

X-13

Experimenting with new WAPs. Even in the midst of battle, the

VAMPIRES CHARACTER



Lich

リッチ

X-2Q

His purpose and everything else a unit whose leader, Vanpa He commands the Vanpaz squad While commanding the unit, he himself

Nightmare

X-14

Among the calm Numbers Squad, Among them, more ruthless character.

Shaman

X-15

Remote-controlled WAP "An Dead Squad."

Griffon

XT6

Composed of Recon Helicopters and commands the griffin squadron..

Manticore

*17

A large mobile weapon that and stands in the way of the mobile forces. A

Druid

X-18

A member of the Mage Corps. He moves alongside the Chromancers..

Demon

X-19

and a top-tier pilot and a top-tier a formidable figure.

Ifrit

X-21

True to the name Ifrit, equipped with flamethrowers and commands a unit equipped

Witch

X-22

Her appearance and speech are childlike, a female member of the "Mage Corps".

Dragoon

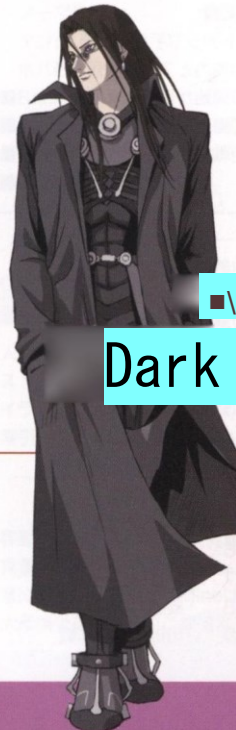
One

Previously belonged to another mercenary unit. The circumstances leading to her

Ogre

X-23

Captain of the Ogre Squad. During a mission, she made contact with Storm's.



■ARK KNIGHT

Dark Knight

X-03

A vampire, and also equipped a pair of cold-blooded Equipped with a blade-type melee weapon He wields a To gauge the strength of Team Thom to test the

Front Mission 2089

Border of Madness

Official Complete Guide

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CHAPTER

-01

System
Explanati



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CHAPTER

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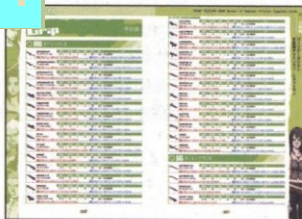
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Normal

Data



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Akira Koguchi

Border of Madness Official
Complete Guide

CHAPTER 01

System

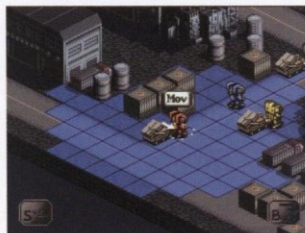




Front Mission To the Battlefields of 2089!

Charge Across the Battlefield as an O.C.U. Mercenary Unit

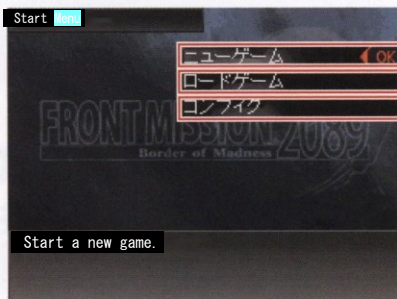
I・Front Mission 2089 Border of Madness 'Madness', the player becomes the captain of a mercenary unit and command the WAP (Wanz) (WAP), and engage in combat against the. Here, we will carefully explain the basic knowledge you need before heading into such battlefields.. First,, we recommend thoroughly learning the basics of various systems before tackling actual combat.



• The Story Squad handles various missions and engage in fierce battles across the Isle of

Game Menu Selection

Pressing the Start button on the title screen displays the The start menu will appear., select "New Game". If you have saved game data from a previous playthrough, game data saved, select "Load Game"..



New Game

Select this to play the game from the beginning. After selecting New Game, the screen will move to the.

Load Game

When starting a game midway, selecting "Load Game" will display a list of saved data.. Select the data you wish to resume. ! Save data recorded at the base (P.024) is labeled displayed as "DATA~~", while data interrupted during a mission (P.046) will be displayed as "Q.DATA~~".

Config

Operation Method...

• "Semi-Auto Mode" automatically handles unit selection, etc. " and "Manual" for free cursor control..

Game speed...

• Game speed for enemy movement on the map screen (P.048), etc. • Sound...

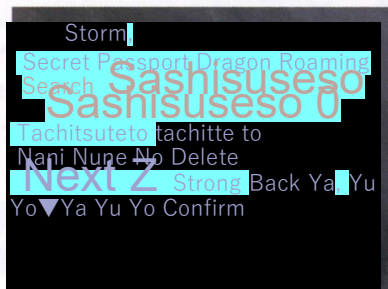
Battle ..You can choose between "High Speed" and "Normal Speed..." Speed" for battle animations..

Sound...

• Select "Stereo" or "Mono" for BGM and sound effect output..

Registering Pilot Codes

When selecting "New Game," the registration screen for the protagonist's pilot name (code name) The code name also serves as the protagonist's nickname. serves as the protagonist's name and will be used to address them throughout the game. will be used to address the protagonist, so it's best to choose a name After entering the name,, select "Confirm" or



Enter using a code name The maximum number of characters allowed is 6 characters. The

Recording and Interrupting Operations

To end the game midway, select "Record Strategy". or "Pause Game" during a mission. failing to do so will prevent the game data from being saved, and you won't be able to continue playing later. one save per mission. Save data will be overwritten automatically when you save again. automatically overwritten when you save again.

Rules for Recording and Suspending Operations

- Up to 7 records allowed
- Only one save slot is available

Save at Base

"Operation Logs" can only be created during intermission (only during actions at the base Action/P.022). Select Selecting "Operation Log" at the base save



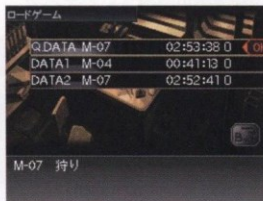
Create a save point

Press the Start button during action-enabled moments in battle Press the Start button or touch the "SYS" panel and select "Pause Game" to create a save file and



Loading a Save

To load a saved game, Select Load Game or select "Operation Log" in the Intermission Menu. and select "Operation Log". and choose the data you wish to load.



Game Over Conditions

Failing a mission will generally result in a game over and you'll restart from your last save point or the location where you last paused the game.. Some missions are difficult missions, so be sure to save before attempting new ones · Storm

Main Game Over Conditions

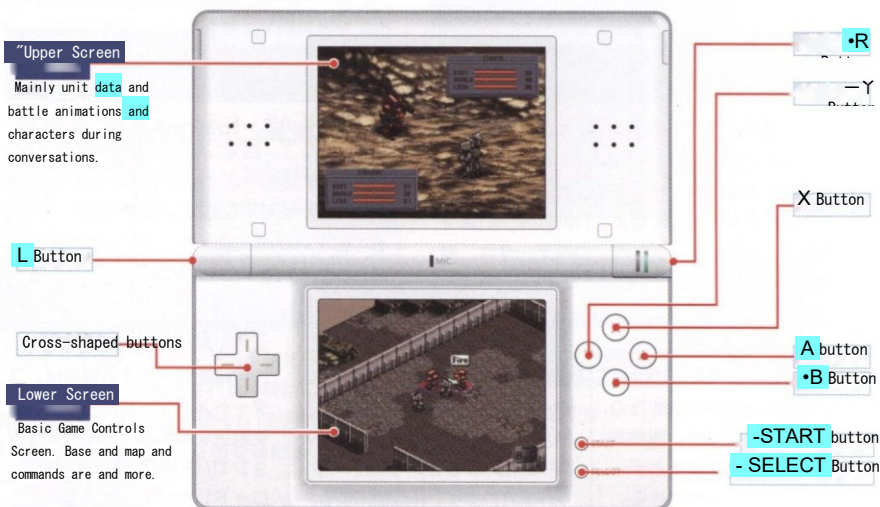
- The Storm (protagonist) craft or the designated craft crucial to the mission will be shot down.
- If the designated aircraft, such as Storm (the protagonist)'s aircraft, is shot down.



How to operate on the battlefield Master

Here we explain controls during intermissions and missions <O>Learn the controls for each part to progress smoothly through the game.

Learn the controls for the Intermission and Mission parts



Basic Operations by Part

Button	During Intermission	During Mission
Cross Button	Cursor Movement/Command Selection	Cursor movement/Command selection
A button	Confirm commands/send conversation messages	Confirm commands/Send conversation messages (Press and hold the button Press and hold to speed up battle)
B Button	Cancel/Close window (Hold down the B button to speed up text display)	Cancel/Close window (press and hold button to speed up text display)
X button	Switching Target WAPs During Setup (Sequential)	Switching between pilot status and WAP graphic
Y button	Switching the target WAP during setup (backward)	Switch to Free Cursor Mode (state where units can be freely selected)
L button	Switch selected parts during setup (reverse scroll)	Switch selected unit (backward scroll)
R Button	Switch selected parts during setup (forward)	Switch selected unit (forward)
START button	Switch Sort Display (During Setup)	Display system window
SELECT	Cancel Free Cursor Mode and Switch Selection Unit (Sequential)	
Soft Reset	Press L button + R button + START button + SELECT button simultaneously to return to the title screen	

Operating with the Touch Pen

This game can be operated using a stylus instead of various buttons. When using a stylus pen, the operation method is as follows. When using the stylus, there are two types of controls: tap and slide. tap and slide. is used for selecting commands and panels, Sliding is

OK Panel... Confirm

Back Panel Cancel

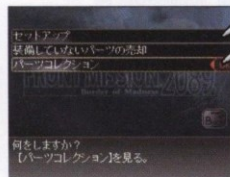
タッチ



1. Lightly touch the item you want to execute with the stylus.

Lightly touch the item you want to

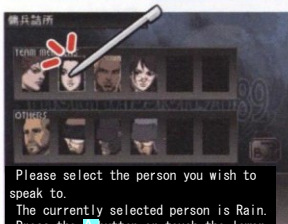
スライド



To execute an item, touch and hold it.. When the brown frame moves to the selected item., then

Intermission operations

Selecting a target



Mercenary Headquarters (P. 025), you can select a character for conversation.

Send conversation messages



Messages appear on the touch the touch screen to send. Touch and hold to fast-

Mission Controls

On the map screen during missions, Move the cursor with the touch pen to select select the unit's destination or attack target.. When using the stylus, refer to the manual for operation methods or press the Y button to switch to Free Curse Mode. for easier operation..



Move the cursor to directly touch the unit, to select and confirm commands.

Unit Movement

Touch the blue square within the unit's movable range The unit will move. unit will move. If the unit is out of range an error sound will



Selecting the Attack Target

The unit to be attacked is the one whose square is highlighted in red. will be displayed with a red square. Touch the unit you wish to



Determining

When attackable weapons appear., touch it with the stylus or slide to select the command and touch "OK".





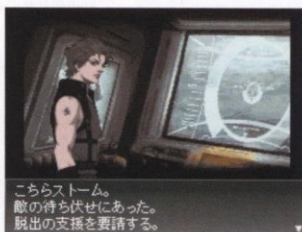
System Overview

From Mission Confirmation to

This section explains the game's general flow. Understand how missions and interactions progress and evolve, and how they progress and change.

Confirm the battle situation and clear missions accurately

This game is primarily composed of two parts. One involves **receiving** operational instructions and performing WAP setup. The other involves carrying out the accepted operations. The other is the "Mission" phase, where you head to the battlefield to carry out the accepted operation. to the battlefield. These two parts proceed in the following sequence and generally advance



• Mission objectives and changes in the situation on the ground, the

▼ Basic Game Flow

Intermission

Intermission is a preparation phase for advancing to the next mission. to the next mission. (P.025) to gather information about the next mission and set up accordingly at the hangar (P.025). · Next Mission



• **Confirm** the next mission's and the enemies you'll face and weapons/parts of the WAP weapons and

Mission

The mission involves boarding the WAP and engaging enemy units as they appear.. While accomplishing various objectives, and advance the battle to achieve the specified victory conditions.. Successfully fulfilling the conditions



• **WAPs** of your forces and enemy forces collide on the battlefield. Keep an eye on the victory

Intermission

Upon completing the mission objectives, you will return to base. After returning, you can check the changes caused by the battle at the mercenary headquarters.. Head to headquarters to receive new missions. Before accepting a mission., be sure to



• After returning, gather information again at the base. gather information again or **WAP**

As you progress through the battle, various changes occur!

Selecting the Mission Details Example of MISSION04 choices MISSION04-A

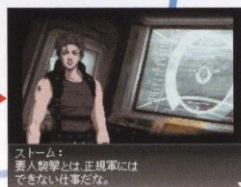
As you progress through missions, two missions may be assigned simultaneously at the Command Center.. You can hear the details of both operations from either the commander, so choose whichever one you prefer., so choose whichever you prefer. You can only choose one, but whichever will not significantly impact the overall battle situation.. Note that the mission you did not choose will not appear again until you restart the game until you reach the point where the choice appears..

Choose from two mission types



In MISSION04, two operations: or a VIP assassination mission. Select the mission that interests you.

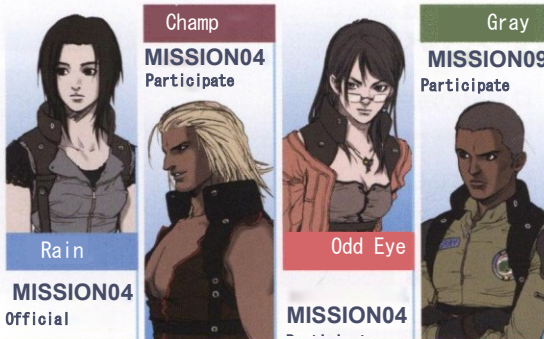
偵察部隊強襲へ



MISSION04-B Sniper

A new ally appears

As the mission progresses, new.. Generally, only the Stom can participate in missions at any given time. are the four members on the right, in addition to Stom., and the four on the right. The order in which they join is, with the mission starting at MISSION09.. Note that while they are temporary, Hephaestus and Aisha, and fight alongside them



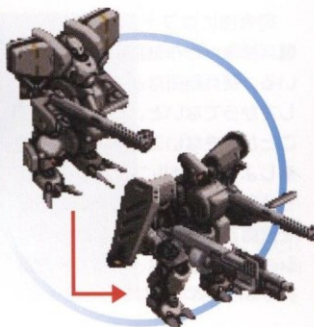
New parts added to the hangar

As the mission progresses, new parts will be stored in the hangar at specific timings. new parts may be added to the hangar. Conversations at the mercenary headquarters conversations at the mercenary base., so don't forget to check the hangar WAP. Once you obtain new parts, to enhance it in Setup and prepare for the new mission battle. for the

Power up your WAP with new parts! Power up your



1-New Parts S-Type Check their performance carefully before purchasing. WAP.



From mission confirmation



Let's familiarize ourselves with the roles of the facilities at the

The base is a place for gathering information and mai

The base has four facilities: the Command Center, Mercenary Barracks, Hangar, and an arena. Each facility serves as a preparation area for taking on new missions. To set up each facility within the base the following order ensures you won't miss any information and move smoothly. Note that "Operation Logs" can only be recorded within the base. Records" can only be completed within the base.



• Mission Launch or when you return to base, be sure to save your progress. make a "mission

Base Utilization Methods

- 1 Gather information at the mercenary office
- 2 Accepting Missions at Headquarters
- 3 Utilize hangars and arenas as the battle situation dictates
- 4 Leave Base / Proceed to Mission



• Mission complete Afterwards, go to the hangar and to see if new parts have arrived or



Command Center

The central facility for confirming operations and the state of the battle

The Falcon is at headquarters, giving operational instructions to the mercenary unit. Gather intelligence at the mercenary station before you can enter the command center, so be aware. Conversations with Falcon will allow you to confirm mission details and the current state of the battle. Additionally, multiple missions may be presented,



• The mission you are about to embark on mission's terrain, enemy troop composition, objectives, etc.



Mercenary Headquarters

A place where battle-hardened soldiers stand by

The mercenary headquarters houses Storm Squad's and WAP maintenance crews. Squad members are often present at the station, so talk to them before battle. After battle, talking with them will... Note that if you head to the command center before the headquarters, you won't be able to hear certain conversations with the squad members at the



部隊メンバー

その他の人物



Hangar

A maintenance area for WAP setup and purchasing new parts

In the hangar, you can set up WAP units... You can also purchase parts or sell unwanted and check parts you've acquired so far. in the "Parts Collection" by viewing the "Parts Collection"...



・ View the "Parts Collection" to check by type. The "Parts Collection" You can view the appearance and

For details, see page 032



Arena

A combat arena where soldiers compete to prove their skills

In the arena, battles can be waged upon using WAP, and the strength of their WAP, and you can wager between 0 and 10,000 credits, up to 10,000. Winners receive payouts. Note that opponents in the arena and winnings will vary depending on the time of year you



・ If you win the match, you can purchase earn money to purchase parts. You can also earn money to purchase





WAP Basics

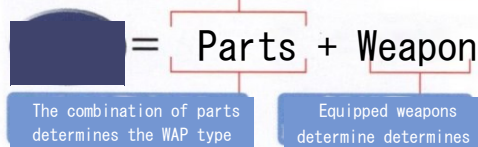
WAP performance and battlefield roles change based on part combinations.
Learn the basics of WAP performance, parts, and parameters.

Understanding WAP Mechanics

WAPs are primarily composed of body parts and weapon combinations. Each part and weapon has distinct performance characteristics, and powerful WAPs can be created depending on how they are combined. by how they are combined. Understand the numerical values of each part's attributes and create effective

Basic WAP Components

Parts have performance and attribute defense (P.029)



WAP consists of 5 types of parts and weapons

Body [Body]

- WAP Output (Each part carries Maximum weight limit)
- If destroyed, the WAP is shot down

Back Pack [Back]

- a backpack that assists with output and item capacity A repair-specific Back Pack enables repairs and resupply.

L.Arm/R.Arm [Left/Right Arm]

- Hit performance affects weapon attack affects the weapon's hit rate
- If destroyed, equipped

Shoulder Weapon [Shoulder Weapon]

- Equipping weapons for shields or ranged attacks
- Weapons can be equipped
- >A: If destroyed, it

Hand Grip [Hand Weapon]

- The attack type changes The attack type changes
- If Arm is destroyed, it becomes unusable

Legs [Legs]

- WAP changes based on movement speed Destroying it
- When destroyed, movement

Computer

- Responsible for overall WAP control, including hits and evasion Compensates

▼ Items Set for Each Part



Body/Arm/Legs

DF	Defense of the part. Affects damage taken when attacked. The higher the value, the less damage the part takes. damage.	Int. Weapon	The performance of the weapon built into the Arm. The standard built-in weapon for Arms is a punch, some Arms incorporate firearms. Note that Arms equipped with firearms cannot equip a Hand Grip. Punch is listed in order of attack power, while for firearms it is listed in order of attack
HP	Part durability. When damaged, this value decreases, and when it reaches 0, the part is destroyed.		
Engine	Output of the bars. Primarily set on the Body and serves as the reference value (P.033) (P.033)	Hit	The attack hit rate correction value for the Arm, which increases the hit rate correction for equipped weapons. the hit
Weight	The weight of the part. Parts with high Weight more vulnerable to attacks. For Body parts, determines the body slam attack power. (P.054)	Move	Movement ability per leg. Movement type (P.051) and terrain movement cost (P.052) determine the actual distance you can move



Hand Grip/Shoulder Weapon

AT	Weapon attack power. Higher values indicate greater damage.. Values are generally listed in the order of attack count × attack power per hit	Bullet	The weapon's ammunition capacity. Melee weapons and close-range weapons weapons can attack indefinitely, so this value relates to ranged weapons. weapons
DF	The defensive capability of a shield. When shields are selected for defense,, the shield reduces damage by Weight	Weight	The weight of the weapon. Within the total WAP output,, any weapon can be equipped on the Arm.
Hit	The weapon's hit rate. Even if this value is low, can be compensated for by the Arm's Hit or the pilot's skill can compensate for it. (P.038)	Range	The weapon's attack type. Fight is melee weapon, Short is a close-range weapon, Long is a long-range weapons, Shield is a shield. Some Hand Grips weapons like bazookas or grenades that can be used at both close and long range., but they are displayed as Long when used in close combat they are displayed
Range	The range at which you can attack with that weapon. If it is marked as "2~4", indicates a minimum range of 2, and the maximum range is 4		



Back Pack

Item	Item capacity. This number indicates the maximum number of items that can be equipped in the WAP. equip..
Range	Item Range Increase. This value increases the when using items. Note that this does not affect weapon range.
Engine	The output capacity of that Back Pack. Equipping it adds this value to the output of the currently equipped Body. !
Weight	The weight of that Back Pack. All weights are [0° degrees] and lightweight, and the Back Pack itself generates output, so it won't be a burden



Computer

Fight	Melee Attack Hit Bonus. A value that increases the hit rate of melee attacks. Naturally, higher values mean a higher hit rate. Naturally, the higher the value,
Short	Short Range Attack Hit Bonus. A value that increases the hit rate of short-range attacks. Like the others, the higher it is, the better the performance. hit rate. Like
Long	A hit bonus for long-range attacks. A value that increases the hit rate of long-range attacks. The higher it is, the better the performance. The higher the value, the
Agility	A modifier for evasion. A value that lowers the opponent's attack hit rate.. The higher this value, the harder it is for attacks.



▼ The diverse attack methods that form the core of WAP are primarily classified into three

WAP attack methods are categorized into three main types: **Hand Grip**, **Shoulder Weapon**. These are: weapon or punch, close-range attacks using adjacent firearms, attacks using ranged or shoulder weapons. **WAP** output and balance with other members, select weapons that suit the pilot's characteristics.



Being able to use two types of attacks, such as close-range and long-range attacks, will broaden your combat options. is the best setup.

Close Combat Attack

Close in on the enemy and strike them. Hits the opponent's **Body** and have high attack power, but also have the disadvantage of being



Close-range attack

Attacks enemies adjacent to you using close-range weapons like machine guns. attack with melee weapons like the machine gun. If



Long-range attack

Attacking enemy units from a distance and avoid counterattacks. Shoulder weapons have a limited number of rounds, and



▼ The type of WAP is determined by the parts used in its setup.

The role of WAPs is divided into various types based on attack methods and other factors. For example, there are types that charge into enemy lines and deliver powerful strikes with close-combat weapons, a powerful strike with melee weapons.

a balanced type capable of both close-range and long-range attacks to handle any situation, and can adapt to any situation, or the support type that carries a healing equipped with a **Back Pack** to restore parts. The type of WAP you build depends on how you set it

□ Main WAP Types

Specialized Type



To specialize in specific attack methods, set up parts for each section. This type can be considered quite practical. can be considered quite

Balanced Type



f · A weapon capable of close-range, melee, and long-range attacks This balanced WAP can handle any opponent. This balanced **WAP** can handle any

Support



Equip the Riff (P.O57) in the **Back Pack**. Prioritizing ally recovery over attacking enemies to prioritize healing allies over attacking enemies. to avoid

▼ About Weapon Attributes and Attribute Defense

All weapons have one of three attributes: "Piercing," "Impact," or "Flame." Heat. Attributes represent the special properties of the attacking weapon. When attacking, this characteristic is added to the weapon's base attack power, determining the damage determines the damage dealt.

On the other hand, attribute defense has the same three attributes as weapons. attributes, and when attacked, it provides



· Carry weapons with different attributes on your left and right sides, and equip



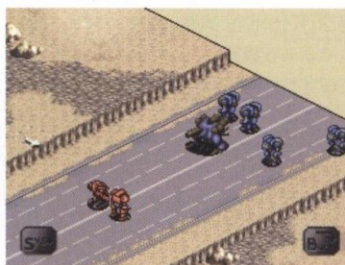
■ If you have the same elemental defense as the enemy's attack, you'll take you can

□3 Types of Attributes and Elemental Defense

Attributes	Description	Weapon Categories by Element
Piercing	Machine gun bullets and pile driver spikes spear-like spikes to pierce through enemy armor, and the and attribute defense to counter them.	Pile Bunker (PB), Machine Gun (MG), Rifle (RF)
& Impact	shotguns and melee weapons-attacks that deal damage through explosions or impact and the defense against them, and attribute defenses to counter them.	Knuckles (KN), Rod (RD), Arm, Shotgun (SG)
Flamethrower	Missiles and flamethrowers, which use the heat of explosions and flames to melt the enemy's armor and deal damage, and attribute defenses to counter	Flamethrower (FT), Missile (MS), Rocket (RK), Bazooka (BZ), Grenade (GR)

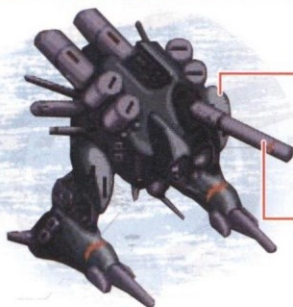
▼ Large Mobile Weapons with performance differing from standard WAPs

As missions progress, you acquire large mobile suits may become available. Large mobile weapons all have high HP and possess special attack methods. Furthermore, they are fundamentally composed of a single part, such as Arm or Legs individually through setup. Weapons are also equipped specifically for these large mobile suits.



· Large Mobile Weapons utilize their high HP to HP to hold the line in battle protecting

· Examples of large mobile weapons



Only the Body part can be set up.

During setup, only the Body can be selected, and swapping the Body will result in riding a large mobile weapon.

Equip large-scale weapons

Some large mobile suits lack A. In such cases, attack using the dedicated weapons.

Weapon performance varies by type and category.

Weapons come in two types: **Hand Grip** and **Shoulder Weapon**. They can be equipped in four locations: both hands and both shoulders. **Hand Grips** include machine guns and *shotguns*, while **Shoulder**

Hand Weapons

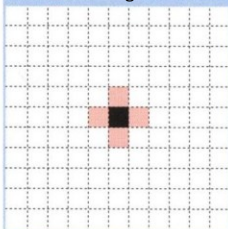
格闘武器

Weapons wielded in the hand that inflict damage through strikes. Weapons that deal damage by striking opponents. They have a short range of **one** square but boasts high attack power and accuracy. The **Bare-Handed** Punch is a method of attacking with the unarmed hand. Only the Pile Bunker can



It only attacks once but deals damage to the opponent quite a lot. quite

Range



RD Rod



Impact

Refers to all handheld melee weapons. It serves as a standard means of melee attack and are quite useful.

Arm Arm Bunch



Impact

A piercing-attribute attack that strikes enemy units with the WAP's fist. Some even pack more punch than exceed that of

PB Pile Bunker



Penetra

A melee weapon with piercing properties. firing a metal spike that pierces the enemy's armor piercing the enemy's armor.

KN Knuckle



Impact

A close-combat weapon that attaches to the WAP fist. attacks opponents like punches. While its power is relatively low, high

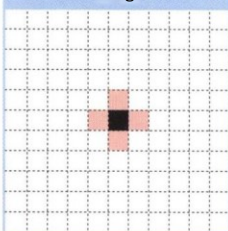
Close-range weapon

A close-range weapon with a range of 1 square. It has a wide range of attributes, no ammunition limit, and is easy to use. While individual shots have low damage but high fire rate, making it easy to damage multiple parts of the enemy's **WAP**. It is the primary weapon for close-range WAPs.



High rate of fire, allowing multiple hits to the same area.

Range



MG Machine Gun



Penetra

A standard close-range weapon. It offers a balanced combination of attack power and rate of fire and remains effective

FT Flamethrower



Flame

A rare heat-based attribute for close-range attacks. They have very high firepower, but they only fire one shot at

SG Shotgun

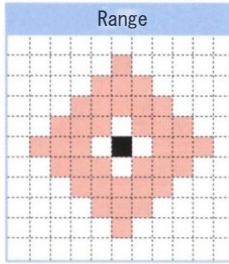


Impact

It possesses the Shock attribute and generally has a higher and high accuracy, making it easy to handle. making it easy

遠距離武器

Equippable on Hand **Grip** Weapon. Attack range is 2-4 squares and attacks without triggering counterattacks, similar to shoulder-fired long-range weapon. It has extremely high attack power, but. We want pilots skilled with ranged



RF Rifle

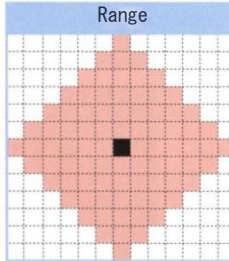


Pierci

A weapon specialized in increasing the power of a single hit in exchange for fewer shots fired. power. The high damage output of such weapons Its high attack power can destroy and can destroy a WAP **Arm** in one

Dual-Range Weapon

A weapon capable of both long-range and close-range attacks A versatile weapon capable of both long-range and close-range attacks. A versatile weapon capable of both long-range and close-range attacks. has high attack power, but tends to



BN Bazooka "Shockwave"

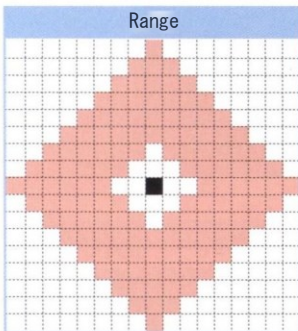
A weapon possessing both Shockwave and Heat attributes. It fires high-damage bullets with low accuracy. It has a longer range than rifles.

A weapon that fires bullets with the Flame attribute, with a fire attribute. While accuracy is low, is low, but its

Shoulder Weapon

遠距離武器

All shoulder weapons allow attacks without receiving counterattacks. With a range of 3 to 8, and can attack from farther distances than rifles equipped as Hand **Grips**. While power varies by weapon, many fire multiple rounds.



MS Missile



Flame Missil

A weapon that fires projectiles tracing a parabolic arc and weapons that fire projectiles and weapons whose projectiles fly. In terms of attack power, number of projectiles fired, and other

RK Rocket



Flame

These long-range weapons fire projectiles in a straight line toward the target. Compared to missiles, compared to missiles. They also have a slightly longer

Shield

A shield equipped on the shoulder that reduces damage taken from opponents. When attacked, it allows for a counterattack with weapons. When hit, you can choose to counterattack with your weapon. Can



t. While overconfidence is unwise, if you equip a shield you'll likely survive concentrated fire. Equip it on the WAP, which is prone to enemy attacks when

A: What are the performance specs of the built-in weapons?

The built-in weapon has high accuracy and is easy to use, making it recommended equipment for beginners. However, since the built-in weapon can

, you may start to feel uneasy about its performance. If you choose to use them, limit it to one arm only and equip the other arm with a different weapon.



WAP Setup Learn the Procedure

Setup involves combining various parts to complete the **WAP**. Here

Plan Your Setup Based on Mission Objectives

Even when setting up, don't just choose the best-performing parts into your **WAP**. isn't the only way to go. For example, if you're fighting across a river, you'll want to choose Legs with high mobility For defense missions, equip shields to prepare for enemy attacks to boost defense. It's crucial to devise setup plans tailored to the situation...



Anticipate what kind of battle it will be and gain an advantage in battle to gain an

Set up your equipment by purchasing parts at the SHOP

In the setup screen, or choose from parts newly arrived at the **SHOP**. New parts also be obtained by purchasing them at the SHOP so it's recommended to set up while purchasing parts. is recommended. Unneeded parts can be After completing the setup, you can sell off the parts one by one and use the money to buy new ones. · Weapons and parts



Weapons, parts, attribute defense, etc., you can start setting up.

Example of setup

1. Purchase parts via "BUY" in the shop



1-After completing the mission, check if new parts have arrived at the hangar Check if new parts have arrived in the

2. Evaluate performance Purchase



New parts available! 5. on the upper screen Compare the performance differences with the currently equipped

3. Follow the same steps for each



From Body to Computer, for each part Repeat the process for each part, to continue the setup.

Learn the setup procedure for your WAP

Before setting up, start with the basic setup screen and how to interpret the performance items and parameter changes displayed on the screen.

Make sure you thoroughly understand the meaning of various information displayed on the screen, including the basic setup screen, performance

WAP Performance

Fight Short Long WAP Attack Power

The total attack power of equipped weapons. Values are calculated per attack type (as listed below). Type). It is calculated based on the number of equipped weapons and the

HP...Total HP

The total HP (durability) of all parts equipped on the WAP. The higher the HP, the harder it is to shoot down.

w/p* Total Weight Output

The ratio of total weight to power output. Displayed as a percentage. exceeding 100% indicates weight overload, making

Ready..... Ready Display

If ready for deployment, displays "Ready". If weight is exceeded, displays "Weight Over" and cannot deploy. it

Parameter Changes

OF/HP/Engine/Weight AT/Hit/Range/Bullet

The currently equipped parts and the set-up. The difference in capabilities between the currently equipped parts and the parts you are trying to set. The displayed values relate only to the selected part. Weight

Int.Weapon (Displayed on the Weapon Selection Screen) Indicates whether an internal weapon is present. If a ranged weapon is stored, its attack power and accuracy are For standard Arm

Type (Displayed on the Furrow Tool Selection Screen)

Weapon Indicates the attack type. is 'Fight', 'Short' for close range, 'Long' for

Shop Command

Selecting this command allows you to allows you to buy or

Part, Pilot Sort Cursor

Detailed Parts Data

Display performance items similar to the parts you are setting up. Display

Pilot

WAP during setup

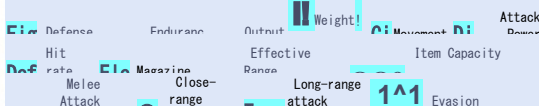


Upper Screen

Cash on Hand (JP)

Sort/Parts Panel

How to Read Performance Icons



Inventory Item

Equippable parts appear brightly, while parts that cannot be equipped due to



Body

Determines WAP output Body

Whether WAP can deploy depends on whether the total weight of the equipped parts within the output limit. The greater the output, the more equipment options are available., so first check the output HP is also crucial. HP is also crucial.



A melee-focused WAP without ranged weapons WAPs specializing in attack should prioritize HP and defense

CHECK

Check total weight and part weights on the upper screen's W/P gauge!

The W/P gauge indicates the percentage of total output exceeding 100% will display as "FWWeight OverJ" will appear, and you won't be able to sortie due to weight overload.. If "Ready" is displayed, you

出撃可能..... Ready

Unable to sortie... Weight Over

Le 9 S

Replacing Legs Affects Mobility

The most crucial factor is the Move value: The higher it is, the more squares you can move. Legs come in types like "Normal," "Tank," "Hover," and "Yaw." Types include Normal, Tank, Hover, and Eager. affects movement cost on each terrain type, so (P.052).



Some Legs have increased output. Some Legs increase output.. consider compensating with Legs.

CHECK

While normal types are standard, consider other types as well.

The Legs setup is designed to handle any terrain and is highly resistant to uneven surfaces. However, if you know the terrain of the next mission or when you want to increase output, consider Legs

Consider other Legs besides the standard type. For rivers, hover legs for rivers, tire-type legs for leveled terrain, by tailoring the setup to the terrain, you can achieve remarkable movement

Back Pack

Boost total output with the Back Pack

Increase output, carry capacity, and and the range at which items can be used. Backpack, which increases output, the number of items you can carry, and the range at which you can use items. Replace them sequentially as new ones become available. by swapping them out in advance, you should reduce the risk of weight overload.. Note that the Riff (P.057) does not increase output, item



[SHOP] New arrivals: Back Pack) Once it's in stock, set up all units..

Hrm

Increase weapon hit rate by swapping out the Arm

While HP and defense are important for Arms, the key stat to focus on is the Hit value. This is a stat that affects the accuracy of melee and close-range attacks. It compensates for the weapon's base hit rate by the Hit value of the Arm. When upgrading, look at other stats while prioritizing as high as



For melee-type WAPs, you'll want to prioritize the performance of the arm punch. Choose one with a high Hit

CHECK

Check the performance of **Arms** equipped with built-in weapons!

Some Arms have built-in firearms. Hand Grip cannot be equipped, but some weapons are powerful

Weapons with high performance. Equipping a Hand Gun, so it might be worth considering in terms of output and other factors, considering factors like

Uleapan

Equipping and swapping Hand Grips and Shoulder Weapons

Weapons should be swapped based on each WAP type and the next mission. Decide based on attack power and ammunition count, while considering hit rate and weight. Also, equipping a shield makes you less susceptible to damage when defending. High defense is advantageous in prolonged battles against numerous



Equipping too many items equip too much will result in weight overload. Careful selection suited to the

CHECK

Also consider the weapon's elemental attributes when setting up your loadout.

Another key point in weapon selection is attributes. Even powerful weapons lose effectiveness against enemies with attribute

For example, don't equip a melee fighter wielding an impact-attribute weapon. Don't equip a fire-type ranged weapon to a melee fighter. Consider which

Computer

Computer Replacement to Guide WAP Type

Computers are broadly categorized as "Balanced," "Melee and Ranged Specialized," "Ranged Specialist," "Close-Range and Ranged Specialist," and "Melee and Evasion Specialist." Specialization. WAP equipment and Illot's abilities, you can either further enhance the capabilities of your preferred attack type



Beyond attack type adjustments, pay attention to evasion. A high evasion ability means you'll dodge

CHECK

If you choose **Compute**, go for a balanced or specialized type.

WAP equipment should be balanced or specialized for long-range combat, a balanced or ranged type Computer is recommended. For types specialized in

will naturally have high melee stats, but since they'll be counterattacked more often, so choose one with high evasion stats. 035



Item

Equipping and Changing Items like Repair

Item setup differs from other parts in its operation. Items purchased at the SHOP cannot be carried as-is; they must be selected from the stock and then selected to carry. Carried items Prioritize Repair items that restore your HP. Support items like Smoke and Chaff should be equipped equip them according to the situation. For details on item



♦Items like Chaff are effective against close-range WAP, so use them for close-range WAPs. long-range

Item

Changing Elemental Defense to Reduce Damage

Attribute defense should be selected based on the enemy's attack attributes. While referencing the mission guides in this book and check which attributes are most common in the next mission and choose the optimal attribute defense. From the mid-game onward, attacks from the Missileer will intensify. Ensure frontline units, which are prime

Pierce
Resistance

Impact
Resistance
Attribute I

Heat
Resistance

This primarily provides strength against close-range attacks like machine guns. For close-range combat types that frequently receive melee

Strengthens resistance against impact-attribute attacks like melee strikes and shotguns. Select this attribute if enemies equipped with weapons of this type, choose this attribute.

Resists attacks with the heat attribute, such as flamethrowers and long-range missile attacks. Recommended for missions with many

Recommended WAP Setup Procedure for Beginners

For those unsure where to start with part setup, Here's an efficient setup procedure. setup procedure. First, to ensure WAP output, prioritize Body and Back.

Select Pack, Legs, and so on. Next, choose weapons for attack weapons for attack and select Arm. Compute to to determine the type. Finally, equip items. Don't forget to choose attribute defenses

Recommended Setup Procedure

- 1 Confirming Basic Information
- 2
- 3 Body Replacement
- 4
- 5 Legs Replacement
- 6 Back Pack
- 7 Replacement
- 8 L/R Arm Replacement
- 9
- 10 Weapon Replacement

POINT Consider output balance

Depending on the weapon you want to equip, first check how much output you need Check. The parts related to output are the Body, Back Pack, and Legs—three in total., so select and finalize these first. If you want to equip ranged weapons on both shoulders will require significant output.

Hime: 'Yama' side on the WAP attack type

The weapon selection will change depending on the WAP's attack type. Equip weapons suited to the attack type. Equip weapons suited to the attack type. Generally, melee weapons are relatively light, followed by followed by close-

117^7731 テムの所持と属性防御も大事

It's easy to forget, but during setup, you can also equip items and change attribute defenses. Equip multiple Repair items until mid-game when healing options are scarce. Adjust elemental defenses based on the enemy attack

Make effective use of sorting

On the setup screen, you can return to the pilot selection or setup body part selection screen. Even if, after replacing the Arm **WAP for Storm**, pressing the X button, you can move to the Rain WAP Arm section and set it up. By the way, each part can be sorted by performance, name, or price (sorting state).



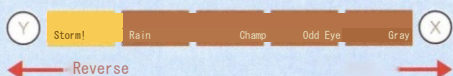
• You can replace the same can be swapped out one after another one after another..

Learn the WAP Setup Procedure

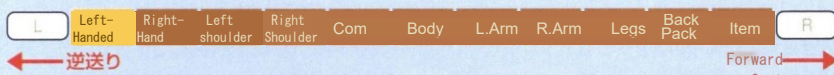
▼ By effectively utilizing part changes and pilot changes

and sorting, you can manage all WAP sets all **WAP** setups without repeatedly You can switch between WAPs using the X and Y buttons. and the **L** and R buttons to change the selected body part.

Pilot cursor order



Part change order



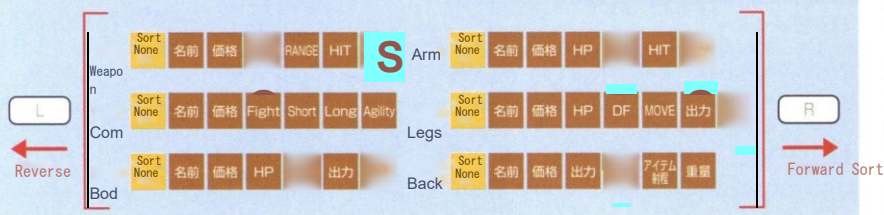
1

▼ Using the Parts Sort in the SHOP

As you progress through missions, more items become available for purchase., parts become harder to find. That's where the sorting machine comes in handy. Press the Start button to **sort parts** to sort parts. Refer to the table below to determine the sort order, and locate the desired part.. Note that the



Sort Order for Each Part



*Sorting starts from "No Sorting" (indicated in yellow).

* Names are sorted alphabetically; other fields are sorted in descending



Pilot Abilities and Skills

Pilots who board the WAP possess various abilities. Here, we will

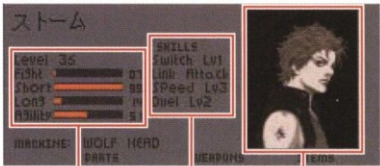
Three factors influence a pilot's growth

A pilot's abilities are represented by the "R, as well as various "abilities" related to combat such as melee, close-range, long-range, and evasion, and various "kill" effects triggered during attacks. These

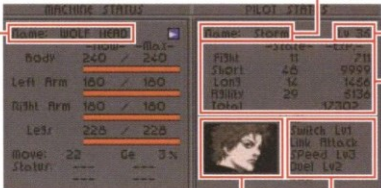
As level increases, these three factors mutually influence each other, and learning new skills.. With each battle experienced, these grow, and the pilot grows stronger.

How to Read Pilot Stats

[Status During Setup]



[Status During Missions]



Skills you have learned and Skill Level

Experience Meter and Ability Evaluation Value

Experience Meter

Experience points for each pilot's attack ability. When the gauge is full reaches its maximum value of 9999. It is displayed at the end of an action and level-up bonuses (P 039) accumulate

Ability Evaluation Value

The evaluation value on this screen is the two-digit number displayed to the right of the gauge for each attack ability's experience points. displayed to the right of the gauge. For example, if the experience points are 1530, the evaluation

Pilot Status

Fight	Close Combat Attack Ability
Short	Close-Range Attack Ability
Long	Long-range Attack Ability
Agility	Dodge
-State-	Ability Rating. Increases as experience points rise.
-Exp-	Maximum value is 99
	Experience points for each ability. Increases based on actions taken during various combat situations. Maximum value is 9999
Total	Total experience points. When this value exceeds a certain threshold, the level level up.

How Pilot Levels Increase

Pilots accumulate experience points for each attack ability based on their actions during combat. Furthermore, the Total value of accumulated experience points reaches a set threshold, the pilot. Furthermore, when the pilot levels up, if the

, the pilot can acquire a skill. For example, a Stom with 950 Short experience points gains 50 experience points from a close-range attack. If the Total value reaches the required amount at this time and the pilot levels up, you simultaneously gain one close-range

Level Up Mechanism

<Experience Points Allocated to Four Abilities>

First, during combat, various attacks

<Level Up>

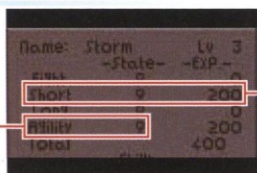
As you gain experience points, the Total EXP level up. you level up. Bonus experience points are added to various abilities. bonus

<Learning Skills>

When you level up, you can choose to learn either Fight, Short, or Long will reach a predetermined reaches the required value, you can acquire a skill

Understanding Ability Evaluation Values

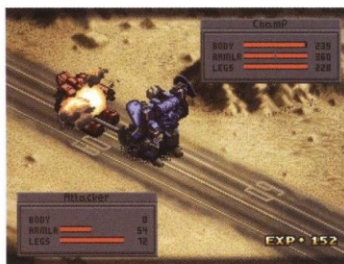
State increases based on combat experience increases based on combat experience. The higher this value, the higher



Displays various abilities. On this screen, the is 9, and the accumulated experience points gained from kills indicating

Pilot Abilities and Experience Gain

Pilots engage in combat using WAP gain experience points in Fight, Short>Long, and Agility.. requires melee attacks for Fight, short-range attacks for Short, requires close-range attacks, Long requires ranged attacks, and Agility requires defense. As you gain experience points, your ability ratings and the pilot grows stronger..



If you don't attack with the appropriate ability, you won't gain experience points. Repeat the

Details of the 4 Abilities

Ability	Ability Details	Action	Effect
Fight	Hit rate of melee attacks and damage of melee attacks.	Perform a melee attack and deal damage to the enemy. gain experience points.	As your abilities improve, the hit rate and damage of your melee attacks increase.. It also affects your survival when attacked by melee weapons and damage when hit by melee weapons.
Short	Short-range attack hit rate and damage..	Perform close-range attacks and deal damage to enemies. gain experience points..	As your abilities improve, the accuracy and damage of your close-range attacks. It also affects damage reduction and damage taken when attacked with melee weapons. reduction of damage taken.
Long	Long-range attack hit rate and damage..	Perform ranged attacks and inflict damage on enemies. gain experience points..	As your abilities improve, the accuracy and damage of ranged attacks increase.. It also affects damage reduction and damage taken when attacked by ranged weapons. reduction in damage taken.
Agility	The ability to evade enemy attacks..	Increases when defending against enemy attacks or by defending against them.	As your abilities improve, the probability of evading enemy attacks increases.. It also affects the reduction of damage taken from all attacks..

▼ What skills do pilots learn?

Skills are special attack methods that activate randomly during combat. When a skill activates, additional attacks or inflict special effects on enemies. Skills are categorized into four types: melee, close-range, long-range, and link attacks. Except for Link Attacks, they activate during corresponding When the pilot determines which skills they can acquire.



• Skills can be freely assigned can be freely chosen. Choose skills based

◆ Skill List and Pilots Who Can Learn Them

	Skill Name	Storm	Rain	Champ	Odd Eye	Gray
Fighting	Stun	○	○	○	○	—
	Double	○	○	○	One	○
	First	○	○	○	—	One
Close Range	Duel	○	○	○	○	○
	Switch	○	○	○	○	○
	Speed	○	○	—	○	○
Long Distance	Guide	○	○	One	○	○
—	Link Attack	○	○	○	○	○

You can acquire up to five skills.

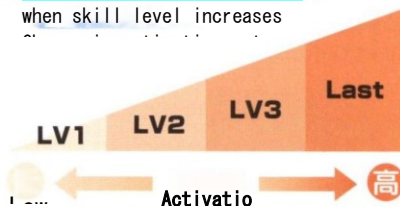
Each pilot can acquire up to five skills. The maximum number of skills each pilot can acquire is five for all pilots. Once acquired, skills cannot be forgotten so choose carefully which skills to

Since skill acquisition is optional, even if you skip certain skills during acquisition, you can still acquire them later, up to a total of five..

▼ Skills have a level and activation rate assigned to them.

Skills have four levels. When first acquired, a skill is always at level 1. levels up randomly each time the skill is activated. Additionally, as the level increases from Level 2 to Level 3, The skill's activation rate increases with each level up, Last level, the activation rate reaches its maximum value. leveling up to Level 3 is not particularly difficult, the probability of leveling up to Last is extremely low.

◆ !Changes in activation rate when skill level increases



◆ Example of Switch activation

Level	LV1	LV3	LV3	Last
Activatio	30%	50%	80%	90%

Immediately after acquisition, it activates with a 30% chance during attacks and may perform an additional attack once every three attacks. At Level 2, the chance increases to 50%, and at



• High skill level is high, the skill activates with high

Skill Explanations by Attack

パイロットの能力とスキルを知ろう

Melee Attack Skills

Stun

Knocks out the pilot of the attacked unit Stuns the pilot of the attacked unit, rendering them unable to act. Whether the pilot recovers is random. is random. The pilot may remain incapacitated and



Skill Activation Rate

LV1	LVS	LV3	Last
40%	60%	80%	90%

Double

When both arms are capable of melee attacks Only activates when both arms are capable of combat attacks.. Double After activation, Double activates again and the arm that attacked



Skill Activation Rate

LV1	LV2	LV3	Last
40%	60%	80%	90%

First

Regardless of the enemy unit's attack method and enables preemptive attacks.. For example, even if the enemy attacks at close range attacks, First will activate you can strike first with a melee



Skill Activation Rate

LV1	LV2	LV3	Last
40%	60%	80%	100%

Close-range attack skill

Duel

When attacking at close range, target the enemy's Body, A, or Legs. Skill. When activated, you can also choose not to target any specific part "No Duel" option is also available. to suit



Skill Activation Rate

LV1	LVS	LV3	Last
40%	60%	80%	100%

Switch

Equipping close-range weapons.. It performs an additional attack with the arm opposite the one that attacked. After Switch activation, After the initial attack, Switch activates again.



Skill Activation Rate

LV1	LV2	LV3	Last
30%	50%	80%	90%

Speed

Skills that increase the number of shots fired When used with weapons like machine guns or yacht guns.. The number of shots fired increases by the skill level (Lvl +1 shot, Last +4 shots). +4



Skill Activation Rate

LV1	LV2	LV3	Last
20%	40%	60%	80%

▼ Long-Range Attack Skills

Guide

Only **one** type of ranged attack skill. Similar to the close-range skill Duel, you can choose to target the enemy's **Body**, **Arm**, or **Legs**. You can also choose the "No GuideJ" option, which randomly hits an enemy part. the



Skill Activation Rate

LV1	LV2	LV3	Last
40%	60%	80%	100%

• Use powerful long-range weapons to focus fire on the **Body**. If possible, this will significantly.

▼ Link Attack Skill

Link Attack

Link Attack (P.055) allows you to enemy unit with **two** friendly units. It consumes the actions of two units. actions, but the damage dealt during the Link Attack damage dealt during the Link Attack increases by approximately **1.5** times, making it effective against powerful Link Attack also increases damage dealt by approximately 1.5 times, making it



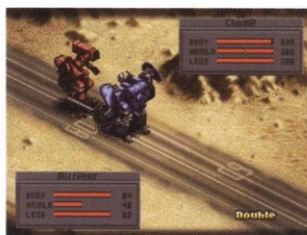
←2 Both units can act, and both can attack enemies within range, a Link Attack.

Using Link Attacks special visual effects and the attack power of two allied units attack power.



▼ Skills may activate consecutively!

Various skills can be used multiple times in a single attack if conditions are met. The conditions and requires acquiring multiple skills of the same attack type.. For example, in the case of a melee attack, equipped on both arms, you can initiate with First, **Double** activates, and **Stun** may trigger from that attack.. If you're lucky, **Double** might even activate again.



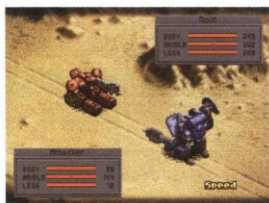
• Skills may chain or not is determined individually for each skill.

Example of a skill combination that triggers consecutively

Skill Type	Skill Combinations	Effect
Martial Arts Skill	First Double Stun Double + Double ^ Double	Combinations that activate stun after two attacks, or combinations that attack a total of 4 times.
Close-range Skill	Speed ^ Switch ^ Switch Duel ^ Speed Switch	Increase the number of projectiles fired +4 attacks, or specify the attack location Then, there are combinations that concentrate attacks.

Pilot Capability Data Explanation

Pilots gain experience points has predetermined growth rates for each ability are predetermined. For Silm and Ray focus on **Short** while increasing others evenly., but Champs tend to **focus** on **Fight** and Short increases less readily. skills that can be learned by each pilot are also predetermined (P.040), so train them as much as possible will help the pilot's.



When their abilities grow, they learn skills faster, making them even more powerful, and acquired skills are

How to Read Pilot Ability Data



① Pilot Information

Pilot name, WAP name assigned to the unit they pilot, and unit affiliation. WAP name, and joining unit Timing.

Daily Training Policy

Ability growth rates and EXP

② Ability Growth Rate

Graphs showing the growth rate of each ability when leveling up. are shown in a graph. from A to D in descending order.

④ Learnable Skills and Required



Storm

WAP Name/WOLF HEAD Unit
Joining Timing/MISSION 01

A well-balanced, versatile pilot

A versatile pilot with balanced abilities focused on close-range combat. can be acquired, so any development path is viable. However, To maximize his potential, specializing in close-range combat is recommended. Recommended skills to acquire are all

Skills You Can Learn and Required EXP

Type	Learnable Skills	Required EXP
Martial Arts	Stun/Double/First	Fight EXP 1500/3000/4500
Close	Duel/Switch/Speed	Short Experience 1000/2000/3500
Long-distance	Guide	Long Experience 3000
Link	Link Attack	When the experience reaches 1000 for each ability, or the total exceeds 1500.

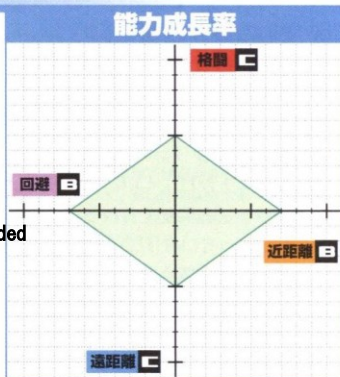


Rain

WAP Name/BLUE Former IS
Unit Participation Timing/MISSION
04

No specialized abilities, but grows well-rounded

Learns all skills, but ability growth rates increase somewhat slowly so if raised similarly to Storm, development may lag.
Recommended approach: Focus on close-range combat. Prioritize to acquire as many skills as possible.



◆ Skills that can be learned and required experience points

Type	Skills Learned	Required EXP
Close Combat	Stun / Double/First	Fight's Base Value 1500/3000/4500
Close	Duel/Switch /Speed	Short's Experience Points 1000/2000/3500
Long Range	Guide	Long EXP 3000
Link	Link Attack	When the experience points for each ability reach 1000 individually, or the total exceeds 1500.

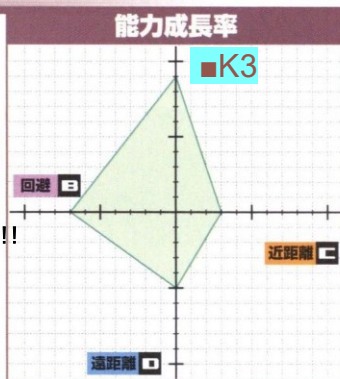


Champ

WAP Name/CLAYMORE
Unit Joins/MISSION 04

An expert in both WAP piloting and close combat!!

Learns all melee skills, but cannot learn long-range Guide..
It's more convenient to equip WAP with a ranged weapon. However, the champ's WAP is equipped with a shield instead of a ranged weapon and make it completely melee-specialized.



□ Learnable Skills and Required EXP

Type	Learnable Skills	Required EXP
Martial Arts	Stun/Double/First	Fight EXP 1500/3000/4500
Close	Duel/Switch	Short Experience Points 5000/7000
Long Range	—	Long's Experience Points One
Link	Link Attack	When the experience points for each ability reach 1000 individually, or the total exceeds 1500.



Odd Eye

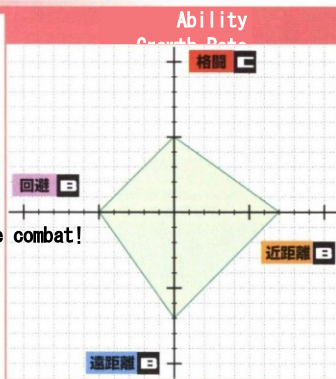
WAP Name/WILD CAT Unit Joining
Timing/MISSION 04

Excels not only at long range but also in close combat!

Since you acquire the Guide early, it's easy to think it's specialized for long range, but it also acquires all close-range skills, making it a balanced type WAP. You can also make it a balanced **WAP** by acquiring all close-range skills.. Once your

Learnable Skills and Required EXP

Type	Learnable Skills	Required EXP	
Martial Arts	Stun	Fight EXP	3000
Close	Duel/Switch Z Speed	Short EXP	1500/3000/4500
Long Range	Guide	Long EXP	700
Link	Link Attack	When the experience points for each ability reach 1000 individually, or the total exceeds 1500.	



Gray

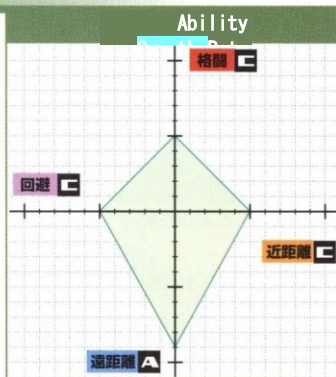
WAP Name/CRUSADER
Unit Joining Timing/MISSION 09

Long-range attack specialist!!

Long-range abilities grow exceptionally fast, allowing you to learn Guide early. However, close-range, melee, and evasion abilities are somewhat inferior. In the early game, rifles has low attack power, so using a rifle is less effective than shoulder

Skills You Can Learn and Required EXP

Type	Skills You Can Learn	Required EXP	
Hand-to-Hand	Double	Fight EXP	7000
Close	Duel/Switch/ Speed	Short EXP	1500/3000/4500
Long Range	Guide	Long EXP	700
Link	Link Attack	When the experience points for each ability reach 1000 individually, or the total exceeds 1500.	





Mission From Start to Finish

The mission begins even before you head to the battlefield. Here, we'll explain the entire process from checking the battle situation at

Confirm the operation and head to the battlefield

Missions are generally accepted at the base command center. After confirming the operation, leave the base. Then depart the base and move to the battlefield. fight to fulfill the assigned objectives. Ultimately, achieving the objective completes the mission. You can receive some advance briefing on the operation's objectives and the battlefield situation. but You may

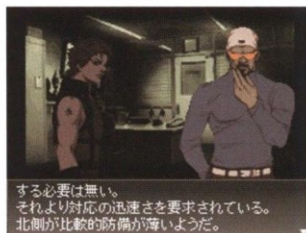


4" Falcon Commander will brief you on terrain, enemy unit characteristics, and mission objectives...

Flow from battle status confirmation to mission completion

1 Confirm operations at the base command center

The commander will provide a broad overview of the battle situation, enemy status, and anticipated scenarios. Review the details and use them to set up **your WAP**. Depending on the mission, such as reaching the target location. Grasp the situation and, if necessary, before heading into the battlefield.



4"Intelligence from Command is limited but but each piece is crucial. Be careful not to miss any.

2 Confirming the Battle Situation on the Field

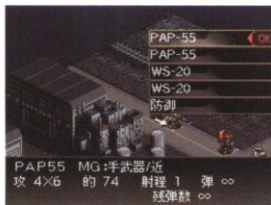
Once unit conversations end, Start. Before moving units, first check the overall map terrain and enemy and equipment. advance route. Also, be sure to check the victory conditions and defeat conditions. Check the surrounding terrain where your units are positioned and the distance (number of squares) to enemy units.).

Points to check before the mission

- Victory Conditions, Defeat Conditions
- Map Terrain
- enemy unit placement and numbers,
- weaponry

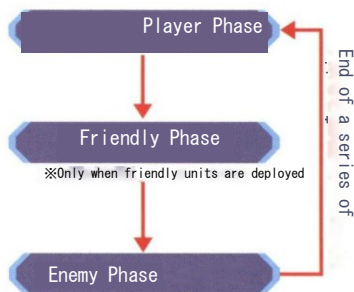
3 Mission Start

Player Phase: Control your own units and the enemy phase where enemy units act. If friendly units are present, the Player Phase occurs after the Enemy Phase. the Player Phase is followed by an Allv Phase.



Enemy Phase, you can still choose weapons for counterattacks weapons for counterattacks.. Of

□! Turn Flow



4 Mission Clear

When victory conditions are met, combat ends and resulting in mission completion. Clear rewards and additional rewards based on enemy units defeated and the unit returns to base. Units shot down during the mission and completely

If victory conditions are not met, the game ends.

Some missions have turn-based and other restrictions may be set. will result in a game over. will result in a game over. Additionally, if a Storm unit is shot down will also result in a game over.



Achieve victory conditions

• Fulfill the victory conditions to clear the mission. The main clear conditions are often eliminating all

• Obtain bonuses for damaged enemy
• Bonuses are paid.
Additionally, require repair costs.



Saves can be made during missions.

If you wish to quit the game mid-mission, use a save point. During the Player Phase of a session, Press the "SYS" panel or the Start button Press the Start button to open the System Window. to open the System Menu, then select "Suspend Game" to save your progress. To resume saved data, To resume a saved game, select



4. Save data automatically overwritten when will be overwritten automatically, so be





Basic Combat Knowledge

This section explains the fundamental knowledge required for combat. Learn how to interpret the screen and move units and how to move units,

Various Data Displayed During Combat

During battle, the upper screen displays three views (unit data screen, terrain data screen, battle screen). data screen, terrain data screen, and battle screen). while the bottom screen displays the

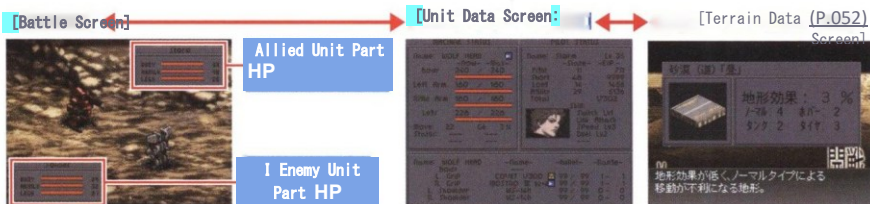
Since the screen changes, what does each screen mean and what data is displayed. First, let's explain how to view each of these screens and how to interpret the data.

Understanding the Battle Screen

To p During missions, the screen typically displays the unit data, and aligning the cursor with the terrain, terrain effects were displayed on the screen When combat occurs, it becomes a battle screen where

Displaying WAP on the Unit Data Screen

Pressing the X button while viewing the unit data screen will display the WAP's appearance. Additionally, pressing the L and R buttons switch



Lower The lower screen displays the map screen. unit movement, attacks, and other actions during missions are controlled using various buttons or the touchpad...

【マップ画面】



Action Icons

- Move** Move
- Act** Commands other than move and attack
- Fire** Target Selection
- Link** Link Target Selection
- Enr** Enemy Action Phase
- OK** Menu Selection

Press the Y button to view enemy unit movement ranges

Press the Y button to enter Free Cursor Mode. unit and press a button (A, B, or Y), the movement range

Friendly Unit
Action Range

Understanding the Unit Data Screen

Vehicle Status		
Name	Unit Name	Status The following items are displayed when the unit's status changes
Body	Body HP (Current/Max)	
Left Arm	Left Arm HP (Current/Max)	Stun Flash Chaff Smoke Acid
Right Arm	Right Arm HP (Current/Max)	
Legs	Leg HP (Current/Max)	Increased Ranged Attack Evasion Rate (Chaff) Attack Hit Rate Reduction (Smoke) Defense Reduction (Acid)
Move	Movement	
Ge	Terrain Effects	

The vehicle status section displays various information about the currently mounted WAP. Body and Legs HP is displayed as a number and a red bar. When status changes occur due to enemy attacks or ally support, such as Stun or Chaff, will be

UNIT STATUS	
Name: WOLF HEAD	
Body	33 / 33
Left Arm	24 / 24
Right Arm	24 / 24
Legs	26 / 26
Move: 15	Ge: 3%
Status:	

PILOT STATUS	
Name: Storm	Lv 3
Right	0
Short	200
Long	0
Agility	200
Total	400
Skill:	

PILOT STATUS	
Name: WOLF HEAD	
Body	
L. Grip	ARM PUNCH
R. Grip	ARM SIEGE
L. Shoulder	
R. Shoulder	

Pilot Status	
Name	Pilot Name
Lv	Level
Right	Close Combat Attack Ability (Rating/Experience)
Short	Close-Range Attack Ability (Rating/Experience)
Long	Long-Range Attack Ability (Rating/Experience Points)
Agility	Evasion/Defense Ability
Total	Total Experience Points
Skill	Known Skills and Levels

In the Pilot Status section, you can check the pilot's various abilities. You can check the pilot's various abilities. For abilities like

Equipment Status		
Name	Unit Name	-Name- Equipment Name
Body	Torso Equipment (Displayed only for large mobile suits)	-Bullet- Attack Attribute, Ammo Capacity (Remaining/Max) 99=Unlimited
L.Grip	Left Arm Equipment	-Range- Range (Minimum-Maximum)
R.Grip	Right Arm Equipment	
L.Shoulder	Left Shoulder Equipment	
R.Shoulder	Right Shoulder Equipment	

In the equipment status, you can see the name of the WAP you are piloting and the name, attribute, magazine capacity, and range of the equipped weapon. weapon's name, attribute, ammo capacity, and range. A "-" indicates no equipment is currently

Name assigned to the enemy pilot

Enemy units, like friendly units, are piloted by Each pilot has a name. Furthermore, the pilot assigned to each unit The pilots have different abilities, as shown in the table on the right.

Attacker	A type specializing in close-range combat and
Missileer	A type that excels at long-range attacks.
Commander	A high-level all-around type.
Carrier	Supply vehicle crew.
Helicopter	Recon helicopter crew member.



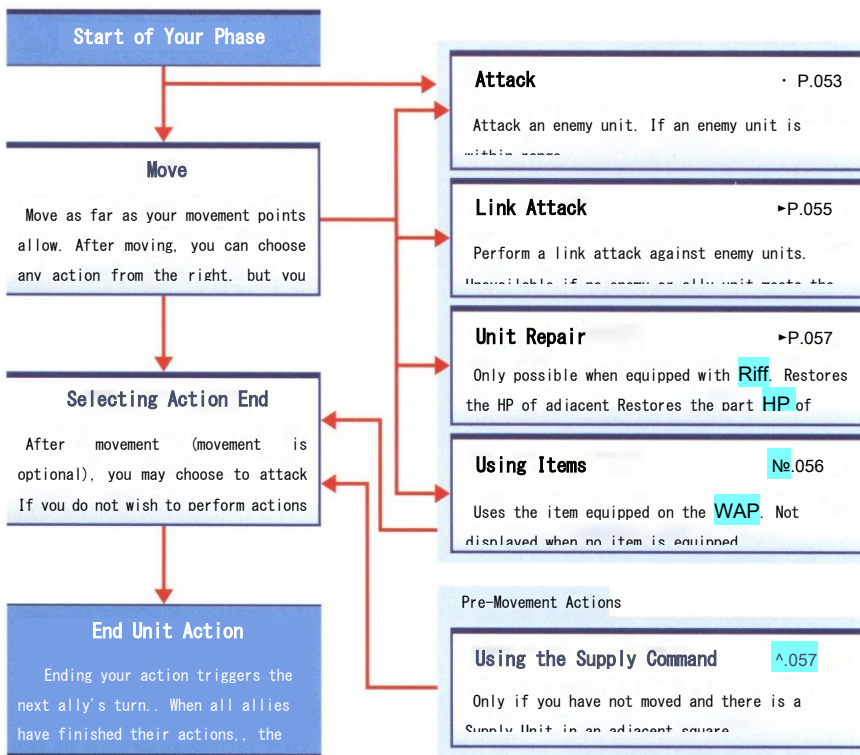
▼ Unit Actions During Combat

During the Player Phase, you control your own units, but these actions are subject to several restrictions. After selecting a unit, first decide whether it will move. Actions available before and after movement include attacking (including ranged attacks), repairing other units, and using items. , repairing other units, or using items. If you need



Attack, unit repair, and item use or item use must be performed before moving.

Order of Your Unit Actions



There are two methods for controlling the unit you want to act

Operation Method: "Semi-Auto"

When the Player Phase begins, the team is selected. When the team's action ends, the next unit is automatically selected in order, such as Rain. L and R buttons can also be used to change the order of pilot actions, to change the order

When using the "Manual" control method

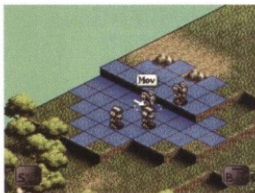
Select a unit with the cursor and choose an action. Position the cursor over an enemy unit and select "Display Movement Range." to check the enemy unit's movement range. In semi-auto mode, pressing the Y button temporarily switches to

Movement Unit Movement Methods

When a unit is selected, the blue grid will be displayed in blue. Align the cursor with the square you wish to move to Press the A button or touch the screen to move the unit. If there are no enemies to attack or items to pick up, or no items present).), and the end command will be

Canceling after moving

After moving, press the B button or the Back button while the command selection display is shown. , press the B button or touch the Back panel to return to the state before moving. After moving, you cannot



The blue area indicates Movable

Movable areas are displayed in blue, so you can see at a glance at a glance. The number of movable squares



Obstacles and enemy units cannot be traversed.

Units cannot move over obstacles or enemy units. If you are surrounded by obstacles or enemies may

Unit Movement and Four Movement Types

A unit's movement is displayed by the Move value of its Legs. Higher values allow movement over greater moves, but the terrain cost of the terrain being traversed and the type of Legs also come into play. There are

4-type Legs

Normal type



Legs' standard type. Movement speed is average. Can cross 2 steps.

Tank Type



Type that maximizes mobility on flat ground. However, mobility

Hover Type



It moves slightly above the ground, and moves. Rivers and other water

Tire Type



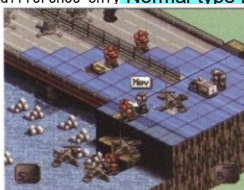
On level terrain Tank-like mobility tires..



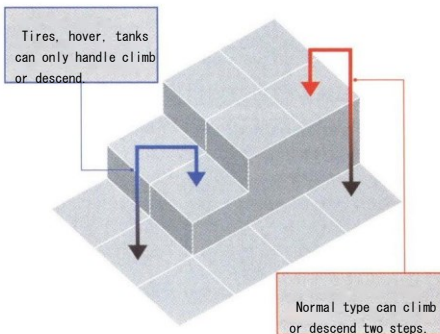
Standard unit legs - Aligned or adjust the Move value to match.

Difference in mobility over elevation changes between Legs type

A single level of elevation difference on the map can be traversed by any Legs can traverse a single step of elevation difference on any terrain. However, a two-step elevation difference only Normal-type Legs can overcome



◆If there are two or more steps, either type cannot ascend or descend.



Movement Terrain Effects and Movement Costs

All terrain on the map has terrain effects and movement costs. Movement cost is determined by the terrain type and distance traveled. value deducted from the **Move** value when entering that tile. Each value is as shown in the table below. Terrain effects indicate how difficult it is to hit an attack,



Effect of
Terrain

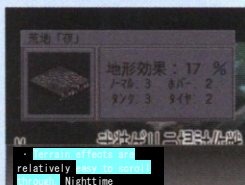
Per Leg Fixed
Cost

Terrain Effect and Movement Cost

Terrain	Terrain Effect	Movement Cost			
		Normal	Tank	Hover	Tires
Wasteland	8%	3	3	2	2
Wasteland	17%	3	3	2	2
Grassland	8%	3	3	2	2
Grassland	17%	3	3	2	2
Desert	3%	4	2	2	3
Desert (Road)	8%	4	2	2	3
Factory	15%	3	3	2	2
Factory	20%	3	3	2	2
Rivers	0%	4	5	2	4
River "Night"	15%	4	5	2	4
Urban	15%	3	3	2	2
Urban Area "Night"	20%	3	3	2	2
Bridge	15%	3	3	2	2
Waterfront	0%	4	5	2	4
Port	8%	3	3	2	2
Port "Night"	15%	3	3	2	2
Base	15%	3	3	2	2
Base "Night"	20%	3	3	2	2
Forest	20%	4	3	2	3
Airborne Base.	15%	3	3	2	2
Airborne Base.	20%	3	3	2	2
Mountains, Front	5%	3	4	2	4
Mountains, Front	10%	3	4	2	4
Arena	8%	3	3	2	2
Fortress	20%	3	3	2	2
Snow	8%	3	3	2	2

Terrain Effect Changes in Weapon Hit Rate

Depending on the terrain where the unit is located There are locations where enemy attacks are less likely to hit. In open areas such as deserts are open areas where it's hard to hide your vehicle., but in forests trees can conceal the aircraft.. This is represented by the terrain effect, terrain effect, where a numerical value

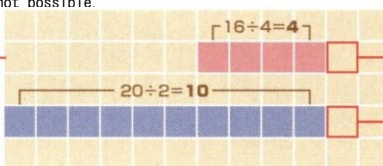


How is the distance you can move calculated?

The movement cost for the tile you wish to move to (which varies by movement type) If insufficient, movement is not possible.

Example for Desert "Day"

For Desert "Day"
Movement Cost
Normal: 4 Tank: 2
Hover: 2 Tires: 3



Movement Power
16 Normal Legs
Movement

Movement 20
Hover Legs
Movement

Attack Know the Relationship Between Attack Methods and Counterattacks

Attacks are divided into three types: melee, close-range, and long-range. There are three types of attacks: melee, close-range, and long-range. may trigger counterattacks from enemies., but depending on the combination of attack types affects the likelihood of counterattack.. If the attack types are the same, the attacker

After a link attack,

When might you receive a counterattack after a link attack?

If you fail to shoot down the enemy and you may be counterattacked.. Two units that performed the link attack, the one capable of counterattacking will counterattack after the link attack ends.. If either unit

The Mechanics of Attack Order

[Attacker] Defender

Close Combat > Close Range

Close-range units can attack before melee units

When units with close-range attacks and melee attacks If a melee attacker initiates an attack initiated the attack, the close-range attacker strike first.

Attacker > First Attacker

Close range > Close range

Second Attacker

In close-range vs. close-range combat, the attacker strikes first.

When two melee attacks or two melee skills the attacker goes first. the attacker goes first. However, in the

One-sided attacks

P.S

Long Range

Close-range

Close Range

Long-range attacks cannot be countered by any type

When attacking with long-range attacks, you will not receive any counterattack. Even if the opponent has a ranged weapon, you will not be

格闘攻撃

Attacks with high attack power are more likely

Martial arts, such as hand grip weapons or arm punches to strike enemy units.. It can only attack once, but its power is high, and it has the characteristic of easily hitting the opponent's Body.. Equipping a melee weapon in both hands, the Double skill may activate, delivering considerable damage.

Advantages

High attack power, and becomes even stronger when skills like First and Double makes them even stronger.

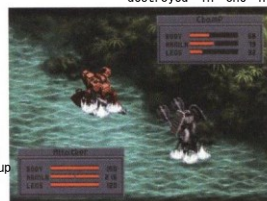
Disadvantages

Vulnerable to attacks before closing in on



4" Its attack power is simply high, so it can take out low-HP can be destroyed in one hit.

-Attacked by close-range attacks and end up taking the hit first. Respond by increasing



Close-range attacks are core combat approach, capable of

Close-range attacks involve using ranged weapons equipped on the **Hand Grip**. This method utilizes firearms equipped on the Hand Grip., allowing you to freely choose attributes, number of projectiles fired, attack power. Additionally, if the number of projectiles can damage multiple enemy parts.. Since there is no

Advantages

Many weapons can fire multiple times, and since unlimited, so there's no limit to the number of attacks.

Disadvantages



Simultaneously destroys multiple parts can be destroyed simultaneously and

Enemy units may counterattack, it is advisable to equip as many WAPs equipped



Long-range attacks attack from a distance without being

Long-range attacks, as the name implies, involve attacking from a distance using missiles, rifles, and similar weapons.. Its greatest feature is the ability to attack enemy units and allowing for one-sided attacks. However, attack range is determined by each weapon and cannot attack if the enemy unit is

Advantages

Attacks won't trigger counterattacks, and many weapons offer high attack power..

Disadvantages

Cannot use ranged attacks for counterattacks



Concentrate ranged attacks, you can destroy enemy units while conserving ammunition.

Ranged weapons cannot be used for counterattacks. Cannot be used for



Body and Legs Charge

Even if both arms are destroyed, as long as the legs remain intact, the character can attack using the "Body Slam" "Body Slam" as a last-ditch attack method.. When performing a Body Slam, it also takes damage equal to the weight of its Body. damage to the opponent equal to half its Body weight.. Additionally, there is a chance



◀If the Body Slam misses the opponent, neither party takes

Link Attack

A powerful attack launched simultaneously by two WAP units

Pilots equipped with the **Link Attack** skill. Pilots can coordinate to attack a single enemy unit. The conditions for activating the Link Attack are as shown on the right. The conditions for activating Link Attack are as shown on the right. However, if the first Link Attack pilot destroys the enemy, the unit scheduled to

□Link Attack Trigger Conditions

- The initiator must have acquired the **Link Attack** skill (The second pilot does not require the skill).
- Two friendly units are within the attack range of the same enemy unit and their attack types are different.

Link Attack Flow

1. Select Link Attack



1. Only if conditions are met, the term "Link Attack" appears on the piece. "Link Attack" will appear on the unit. First, select this and

2. Select Attack Weapon



Determine the weapon for the first unit (First Attack). Then select the unit for the second attack (Second Attack). Select the weapon for the

3. Link Attack



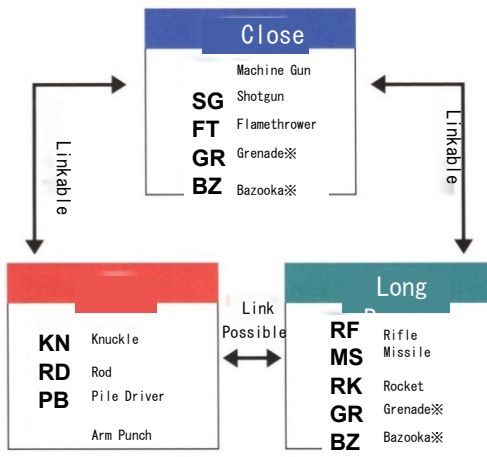
When the 3-Link Attack is activated, the pilot of the first unit pilot's figure appears, and the. Then the second unit.

Link Attack Combinations

Link attacks differ between the first attack and second attacks are different attack. If the first attack is a close-range attack., the second attack must be a melee attack or long-range attack.. The combinations of weapons that can be linked are shown in the diagram on the right, so and master link attacks.



1-Any combination grants a 1.5x boost to attack power so the damage dealt to the



※The grenade and bazooka, which are dual-range weapons, can be used as long-range weapons for both long-range and close-

Item 6 items usable during combat

On the battlefield, you can use items equipped in the **WAP** during setup.. The items that can be equipped and their effects are listed on the right. Each **Repair** items can restore the **HP** of parts, making them frequently used items until supply vehicles or healing **Back Packs** appear.. Additionally, a 50% chance to evade ranged attacks and Smoke, which lowers enemy hit rate by 50%, are also highly useful items and are essential for

Item List and Effects

Name	Range	Target	Effect
Repair SZ M/L/SP	1	Allies	Restores HP to one part. Recovery amounts: S = 50, M=100, L=200, SP=400
Mine	-	Ground	Units that land on a grid square containing a landmine approximately 20 damage to all parts of the unit.
Chaff	1-4	Allies	Increases evasion rate against ranged attacks by 75%. Has a 50% chance to be removed each turn.
Smoke	1-4	Enemy	Reduces the hit rate of all attacks by the target by 50%.
Flash	1-4	Enemy	The target becomes unable to act, chance of being removed each turn.
Acid	1-4	Enemy	All parts of the target have defense set to 0. Effect lasts until the mission ends.

Learn how to use items

[Repair 5/M/L/SP]

Try to set as many items as possible in your **Back Pack** Set as many as possible

Until supply trucks or **Riffs**



[Mine]

Place them to block enemy unit paths. to block enemy unit paths.

Anticipate enemy unit paths and and deploy **Mines**



[ChaFF]

This proves highly effective against enemies relying on ranged weapons. This strategy is extremely effective

Equip ranged weapons on units



[Smoke]

For powerful enemies with high HP and attack power Vampires and large mobile soldiers

Vampires and large mobile soldiers or large mobile suits



[Flash]

It can incapacitate enemies and works exceptionally well with melee attacks.

Puts the target unit into the same state as Stun. They cannot



[Heid]

Highly effective in prolonged battles against large enemy forces. This proves highly effective.

Reduces the target's defense to zero This item reduces the



Repair Supply restores HP and replenishes ammunition

There are **TWO** ways for units to perform repairs and resupply. One method is using supply vehicles. When adjacent to a supply vehicle, HP is **restored** each turn. HP. Destroyed parts are repaired to 1 HP the next turn. to **1** HP. The second method is using the **Riff** from the **Back Pack**. Equip Riff to a unit can restore the HP of adjacent units' parts. and repair parts of adjacent units. Riff can be purchased from **Mission 41** (P. **1FO**).



Supply Truck

Automatically restores up to 4 adjacent units.. Additionally, repairs repairs are also performed



Riff

Can heal adjacent friendly units.. Broken parts can be restored to **HP1** to HP1.

Additional Conditions for Supply Command

If adjacent to a restorable target, The "Supply" command is added to the unit before moving, and allows for ammunition resupply. Press the B button or equivalent to check the command. Additionally, units equipped with **Riff** will gain a "Repair" command, allowing them to



◆Equipping Riff restores HP. "Repair" command.

One way to prevent attacks from enemy units

When attacked by enemy units, you can choose to counterattack, defend, or. Selecting defense or shield defense reduces damage taken. The higher the pilot's evasion skill..



◆ When attacked, weapon, shield name, and defense. Adjust your strategy accordingly..

Actions When Attacked

Counterattack	When attacked by an enemy, weapon equipped at the time. If the Arm equipped with the weapon is destroyed, you will be unable to do anything.
Defense	Use your Arm to. If both Arms are destroyed, there is effectively no defensive effect.
Shield Defense	Shoulder IC to receive enemy attacks. The shield's defense reduce the damage taken..

What happens if parts are destroyed by attacks?



Arm

Weapons and shields equipped on destroyed **A'm units** will become unusable



Legs

Movement speed is halved. Additionally, if both A's are destroyed, You can no longer use



Tactical Applications in Com

Here are some tactical applications to further utilize the various systems you've learned so far. Master them all, as they are all practical

Tactics

Use Terrain to Gain an

Some missions feature maps with complex terrain. In such areas, wait for enemy units and concentrate your fire using the terrain to concentrate your fire and wipe them out in one go. Check if the mission has such terrain and move your forces near it to lure enemy units into the area to increase the chances of success.

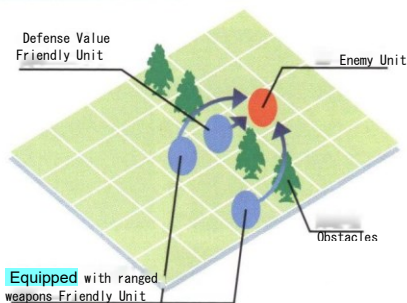


• Movement speed is reduced in rivers and slow down their advance. attack them with

Blocking enemy unit paths

○ Example of an attack utilizing obstacles

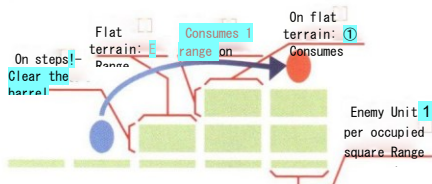
When a narrow passage is surrounded by impassable terrain, If there is a narrow passage surrounded by impassable terrain, from entering, while friendly units equipped with ranged weapons such as missiles from the rear.. If the HP of the friendly unit blocking the path decreases, replace them with other units and try to maintain this formation as much as possible. to maintain



段差で遠距離攻撃の射程はどう変わる？

When attacking with ranged weapons, if there is high ground ahead, If there is high terrain ahead, the weapon's effective range. Specifically, "Each level of elevation difference consumes one point of range." In the diagram on the right, the normal range would be 3 squares, but when climbing over high terrain consumes 2 squares, and 3 squares on flat ground, requiring a total 5 squares. If the range is If the range is less

□Changes in Ranged Weapon Range When Terrain Has E



To attack a target on a different elevation level with a rang
 $1 + 1 + 1 + 1 + 1 = 5$
 Requires

Tactics 2

Fortify your defenses and

In missions with high enemy spawn rates you'll be attacked frequently, and your own recovery may not keep up. In such cases, avoid reckless attacks and limit your actions to counterattacks.

This allows the player character to focus on recovery, ultimately reduce the enemy's opportunities to counterattack. Once the number of enemies has decreased, and take them down one by one, minimizing friendly damage. This tactic is effective even against powerful enemies



Attacking enemies is

Once the mission begins, Wait near the starting point. If the enemy do not approach, deploy one friendly unit to ES mode to lure the enemy, to draw them out.

Player Phase Focus on recovery

If your HP is low from enemy damage. If your HP drops, Use Repair or supply vehicles to recover immediately. Repeat this until the number of enemies decreases. Repeat this



Tactics 3

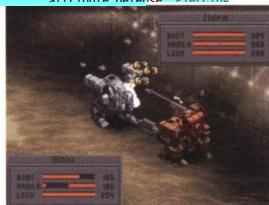
Elemental defense is

Attribute defense significantly reduces damage from specific elemental attacks. The effect is tremendous, is immense. Especially against attacks like piercing-type close-range attacks, the damage is significantly reduced.

Self-axis attack attribute: Penetration (Boat) Auto-attack attribute: Piercing Lake



When attacking an opponent with all attribute defenses, a piercing attribute attack deals higher damage than when

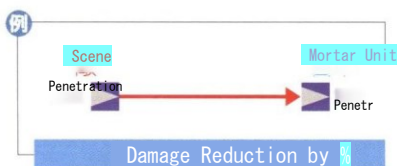


1. However, if the enemy's attribute defense is penetration and the attacker's weapon is also piercing, the damage dealt

□Damage Reduction Values by Elemental Defense

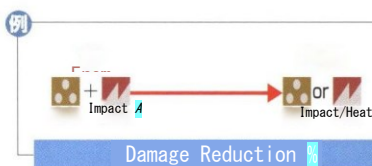
When the enemy has one attack attribute

When attacked by a weapon possessing only one attribute If your side has defense against the same attribute, damage reduction to 76%. This



When the enemy's attack attribute is two

When attacked by a weapon with two attributes, if you have defense against either attribute, damage will be reduced to 80%. This is a



Tactics 4

In the early game, prioritize weapons that deal higher attack speed!

Attacks reflect the pilot's attack stat. The pilot's abilities are reflected in the attack. weapon and under the same conditions, a pilot with higher more likely to land the attack more easily and deal.

Incidentally, pilot abilities and there's little difference in weapon performance, it's better to prioritize the weapon's raw attack power is the primary factor to prioritize. If the pilot's attack capability is low, the weapon's attack power will have a greater



Short's Stats

150 Rain with

Attacks with PAP55

MC/6YA1

Equip WAP with RAP55 and try attacking enemy units. Short's stats: 150 Rain deals 15 damage, but...



Short's ability value

3000 Stom

Attacks with PAP55

MC/6YA1

Under the same conditions, Short 3000's I—△ attacks, it deals 30 damage ! The difference in ability is clearly evident..

Tactics 5

Earn more EXP by destroying enemy

When you damage an enemy, the ability corresponding to the attack type used. This experience actually increases significantly when you destroy enemy parts. significantly. In other words, -Legs-Body order. you gain more experience points.. Utilize your skills in Duel mode skills to your advantage.



Low-level Pyro should destroy the left and right Arms and earn experience points. to

Example of earning XP through limb destruction

1 Destroy Arms and Legs



First, destroy both so it can't charge. Then destroy the Legs to earn experience points.

2 Attack incapacitated enemy units Attack by



The remaining enemy can do nothing. Have a low-level pilot attack them to to earn experience points.

3 Destroy the Body Defeat enemy units



Let low-level allies destroy the Body. This method is most effective for pilot training. this method is most

Tactics 6

High-mobility Legs are the key to victory!!

To advance the mission favorably, high-mobility Legs are preferable. Not only for closing in on enemy units, but also for mission objectives such as escorting units or reaching designated points, the higher the movement points, the easier it is to achieve the objective. the easier it is to achieve the objective.

Additionally, if the WAP's W/P (total weight/power) ratio is low, increasing mobility also boosts overall performance. will also increase movement speed. Specifically, if W/P is 90 or lower, movement movement increases by +1, and for every 10 points the **W/P** decreases beyond



If your goal is escort

Escort units is a given, but to handle reinforcements.



Reach the designated location
Reach the designated location

実戦での応用戦術

Tactics 7

Learn efficient ways to earn funds!

The way to earn funds for purchasing new parts is, of course, by clearing missions. Of course, clearing missions is one way, but defeating as many enemy units as possible, winning in the arena. You can also sell any spare parts you have regularly. can also be sold for funds. can also generate funds., how effectively you earn funds in the arena



Generally, parts, the parts you were using immediately..

H Sell surplus parts **T**

Continue setting up while purchasing from the **SHOP**, the parts you've been using so far will be sent to the stockpile. If you have low-capability parts you don't need, sell them off if you have no use for them. You should get back a

I Increase your kill count **L**

For example, even on missions where reinforcements arrive, Even in missions where you could clear it quickly, and earn funds by defeating the enemies that appear. However, if your allies are defeated, it will cost you funds

Arena

The key to winning in the arena boils down to "don't push yourself too hard.". Don't fight opponents with high odds just because they pay well. It's dangerous to fight opponents with high power just because the odds are high. low, but



"Odds around 1.01 to 1.2, you should set your betting and win, and win, you can earn a small profit, but

Tactics 8

Know enemy unit characteristics and defeat them swiftly

In missions, the key is how swiftly you can defeat enemy units. is crucial. Even weak enemy units can take heavy damage if they're hit by concentrated fire from multiple units. damage.

we'll explain basic countermeasures for each enemy unit composition.. Note that when facing enemies with elemental defense,, remember to attack them with weapons of attributes other than

WAP

■ Attacker



Equipped with close-range weapons in both hands, can be neutralized by destroying its

■ Missilleer



A type equipped with long-range weapons on its shoulders. If you can destroy both of the enemy's arms, you won't take any damage.

■ Commander



A balanced type equipped with both close-range and long-range weapons. Prioritize

■ Numbers-exclusive



Since both are piloting powerful machines, a tough fight is inevitable. The enemy's attacks are fundamentally defensive.. When attacking, use Smoke or Acid to nullify their attacks to



◆ Using Smoke will reduce the enemy's abilities high, chance

Mi

■ Large Mobile Weapon



All large mobile weapons have high HP, but their parts only have the Body part. Using the Duel or Guide skill to concentrate attacks

■ Helicopter



They often appear in large numbers, and if you get surrounded,. Attack with ranged weapons, then quickly close in and take them down with close-

■ Truck



Primarily a unit designed for destruction. They carry almost no weapons. Destroy them

■ Armored Vehicle



Attack with long-range weapons like missiles and their firepower should not be

■



They carry high-powered weapons. We aim to destroy them in one go destroy them in one

■ About Containers

Containers are special units often used for destruction or escort missions. They have no HP, evasion, or defense, so so it's best to destroy them efficiently with weapons like machine guns that have unlimited ammo.. Since long-range weapons have



• Defending or destroying and Containers. One hit is all it takes.

FRONT MISSION 60K0 ^GK^er
of Madness

Complete Guide

MISSION



CHAPTER 02

Mission





Mission Strategy Tips

All 59 missions have different objectives and approaches, but there are common points you'll want to know. Before diving into the missions, review

Know the Special Victory Conditions

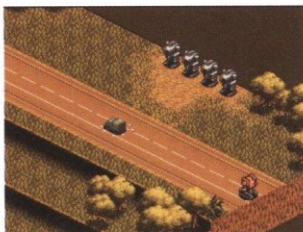
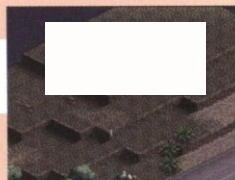
Mission victory conditions often involve "eliminating all enemies," but some involve, but some have special victory conditions set.. Examples include "Defeat a specific enemy" or "Reach a designated point." "Reach a designated point." Reaching a designated point may require can dramatically change the difficulty of completing the mission. dramatically.

Examples of Special

Mission 04-B Victory Condition

Destroy the target and escape

After destroying the target enemy aircraft, move to the designated point... If you reach it safely,



1-Escort allied units to designated points.

☑ Leg mobility is key in this mission

Mission	Mission Objective	Recommended Leg Type
Mission 04-B	Destroy the target and escape the	High Mobility Normal
Mission 12	Escort Transport Vehicles Out of the	High Mobility Normal
Mission 13	Shoot down the Alchemist unit	High Mobility Normal
Mission 18	Defend the base for 10 turns	Tire
Mission 23-A	Destroy all enemies or defuse all	Tire
Mission 25-B	Escort Rachel's craft	Tire
Mission 38	Prevent enemy WAP from reaching	Hover
Mission 41	Escort Odd Eye Unit	Tire or Hover
Mission 42	Escort Aisha's Unit	Tires or Hovercraft
Mission 46	Escort Aisha's Craft	Tires or Hovercraft

Learn how enemy reinforcements appear

In missions, enemy units initially deployed separate from the initial enemy units.. There are patterns to these enemy reinforcement appearances, such as immediately after the turn begins, or immediately after certain conditions

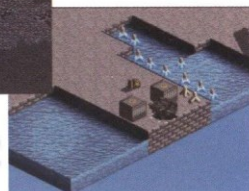
☑ Enemy Reinforcement Patterns

- After a certain number of turns
- Your forces reaching a specific point
- pass



Defeating specific enemies triggers enemy reinforcements appears, the timing of

-If enemy reinforcements appear after a set number of turns, you'll want to take out



Know when missions branch

As the story progresses, Falcon may present you with two You can choose either mission freely. is entirely up to you. However, you cannot learn the details of the mission you did not choose. will remain unknown to you. The squirrel on the right shows the timing of the mission branch and what kind of battle unfolds at the branching point.. Note that the mission strategy starting on p. 071, branching paths are divided into Route A and Route B. and Mission 04-A is followed by Mission 05-A, and so on,

For details on branching, see the mission flowchart on p. 066.

❑ Missions where branching occurs

Mission	Branch Destination Details
Mission 01	The objective of "Reconnaissance Unit Assault" is to destroy enemy WAP transport vehicles. The objective is to destroy the transport rack. "Sniper Operation" targets key personnel and destroying enemy supply lines. with missions available for
Mission 10	"Mail River Bridge Offensive" aims to sever enemy supply routes and supporting friendly forces. The number of enemies you face. "Tank Hunt" targets enemy reinforcements and supply vehicles and supplies, resulting in a large number of enemy
Mission 23	"Arena Bombing Threat" involves searching for a missing, and powerful melee weapons can be obtained.. "Journalist" involves protecting a journalist, where you can obtain a rifle.

Know when new parts arrive

Completing specific missions adds new parts to the base storage. New parts are added to the base warehouse. The list on the right shows shows which missions add new parts and allows you to check the performance of those new parts. and their performance. " page number., if you know which missions allow you to purchase the latest parts will become clearer when planning your WAP setup. will become clearer. Before tackling new missions, Before engaging in new missions, be sure to thoroughly review the parts information.. Also, on p. 070, we introduce how to use the "Hangar New Parts List."

❑ Timing of New Parts Additions

Mission	Hangar Latest Parts List	Mission	Hangar Latest Parts List
Mission 24 Preview	P.098	Mission 26 Before	P.138
Mission 28 Before		Mission 35 Before	P.168
Mission 12 Before Mission 18 Before	Envelope P.114	Mission 41 Before Mission 44 Before Mission 49	P.194

Some missions feature special obtainable items

In some missions, you can obtain items by fulfilling specific conditions. to obtain items. Items hidden on the map are prone to being overlooked or missed.. The right side shows an example of obtaining such an item. These items offer higher performance than other parts at that stage or are exclusive to that location, so be sure to

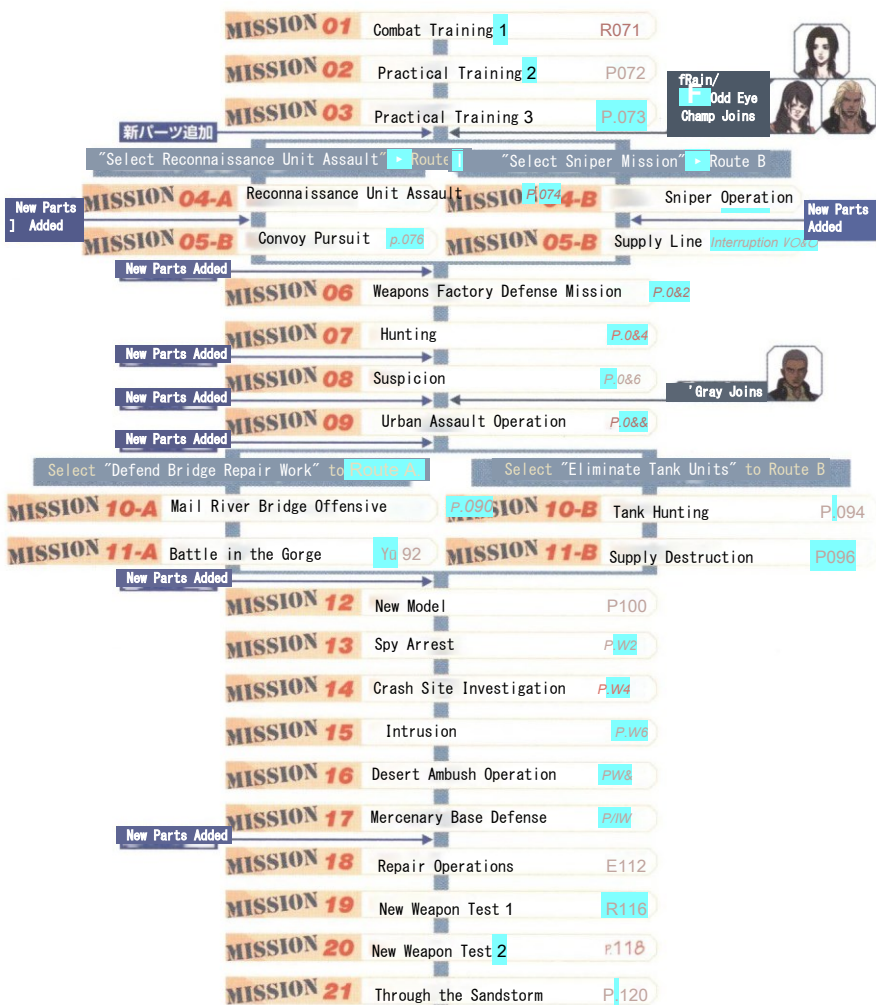
For special item acquisition conditions, see the

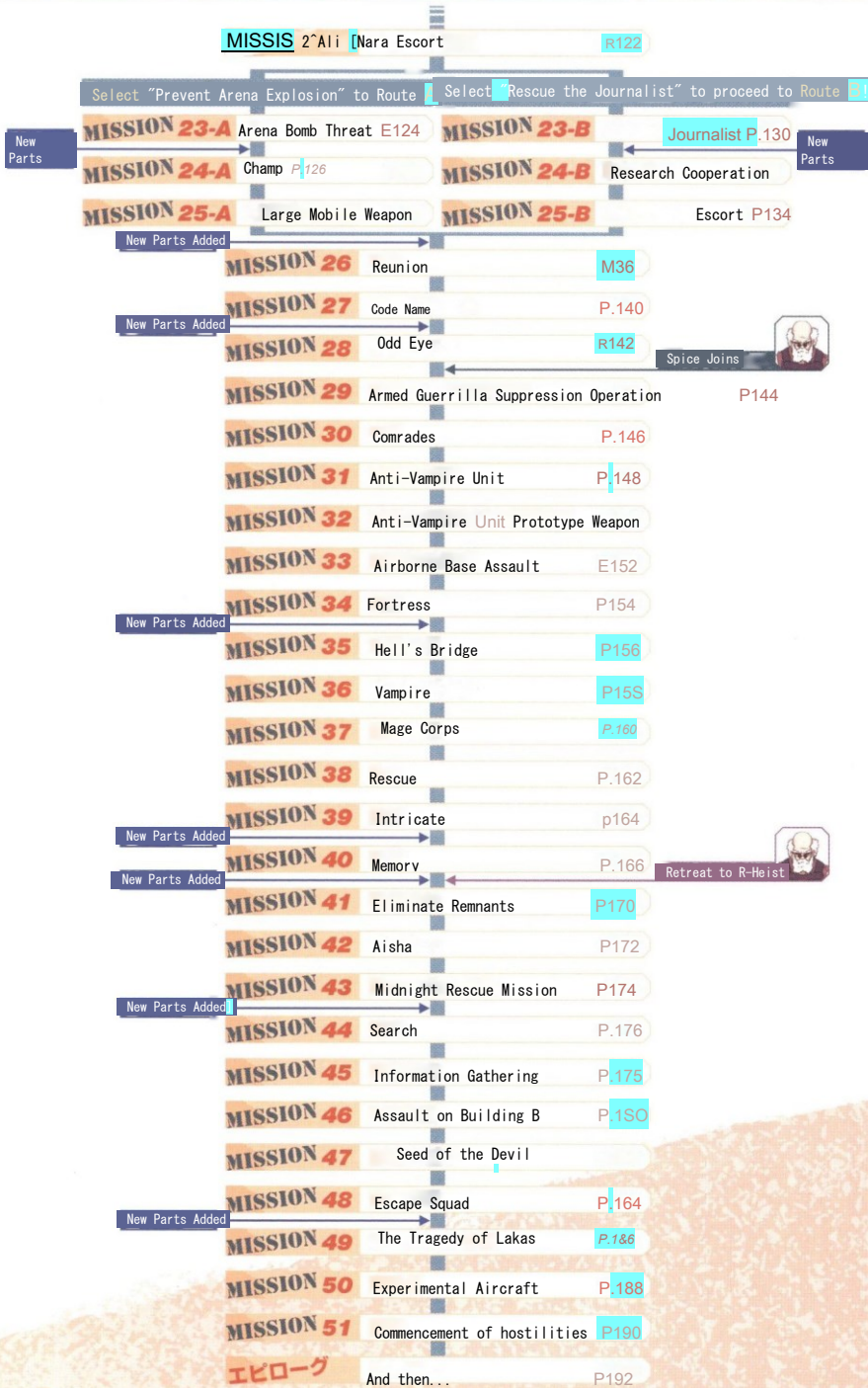
❑ Example Conditions for Obtaining Items

Mission	Obtainable Items	Condition
Mission 05-B	VAPOR [Body]	Mission Clear Reward
Mission 11-A	HUSKY Mk.IV+1 [Body]	Obtained at specific points on the map
Mission 11-B	VAJE+1 [Old ody]	Destroy specific containers.
Mission 16	PSG-5+1 [Weapon/ Grip]	Shoot down specific enemies

Mission Flowchart

This page introduces the flow of all 59 missions from Mission 01 to the Epilogue.. Note that missions may branch, presenting choices when they do. are also listed here, so you can check in advance which route to choose.. The timing for character recruitment or departure, as well as the timing for new parts to arrive at the hangar, before heading to the battlefield.





1 Mission Number and Mission Name

2 Mission Information

Basic mission information. Victory conditions, defeat conditions, enemy unit spawn rates, clear rewards, maximum enemy units defeated, and other details. enemy unit spawn count, clear rewards, and maximum enemy kills bonus. If the enemy unit spawn count is listed as 3 (3), the number on the left indicates the number of enemies initially present on the map number of enemies appearing from the start on the map, while the number in parentheses () indicates the number of enemy reinforcements. The maximum destruction bonus is obtained by defeating all enemy units appearing in that mission. .).

Battle Map

The combat map for that mission. It is displayed with movable squares (grids) on the map. Areas without grid squares are inaccessible. are not navigable. The map also shows your shows your initial deployment, enemy positions, enemy reinforcements, and specific points. correspond to unit data. For obtainable items, they are listed as "First Playthrough," "Second Playthrough," and "Third Playthrough." Items marked as "First Playthrough" are obtained obtainable when first undertaking that mission. Second playthrough items are obtained when you and clearing it, then starting a new game again. Third playthrough items are obtained when you obtained when starting a New Game Plus

How to Read Combat Map Icons

- Initial deployment of friendly units. S = S' Imu, R = Rain, C = Champ, O=Odd Eye, G=Gray.
- The spawn positions and names of friendly units appearing in that mission. Allied units controllable by the player are marked as "Controllable".
- Specific points such as events and escape points.
- Moving a unit to that space allows you to obtain an item. Item names are also listed.

4 Operation Overview

Pre-mission information you should know before starting. Key mission points and recommended attribute defenses Tactics [Basic Strategy]

5

Tactics [Basic Strategy]

Explains the fundamental tactics.

6 Recommended Route

The route recommended by this guide for your units to advance. Arrows and letters on the map indicate the following. The minimap also shows the recommended progression routes and locations (designated by letters) explained in the basic strategy. designated by letters).

f Recommended movement route for friendly units.

Enemy unit movement routes.

A...Within the basic strategy, points on the map where friendly units are involved. A Points on the map where friendly units are involved.

7

A...Points on the map where enemy units are involved on the map.

Point [Point Capture]

8

The objectives to achieve in that mission, such as how to fight powerful enemies like Vampires and other powerful enemies.

Unit Data

Enemy Units: Numbers correspond to unit data numbers. When obtaining parts after shooting down an enemy unit, the names of the parts obtained is also listed.

1

Enemy Reinforcement Units. Numbers correspond to unit data numbers. reinforcements appear, the timing of their appearance is indicated on the map. on the map.

1

2

Containers placed on the map

Items obtained upon clearing the mission

Items obtainable upon clearing that mission.

How to read enemy unit data

Unit Data,

Unit Data

No. / 属性	マシン名 パイロット名	HP				武器・盾				パイロット能力					
		Lv	Body	LArm	RArm	左手 / 武装		右肩 / 武装		Fight	Short	Long	Agility		
						Legs	盾	盾	盾						
敵タイプ															
	AVENIR	16	84	48		RF (1×23)	99	2-3	SH (9)	—	—	12	12	16	12
	Attacker	462	48	66		KN (1×14)	99	1-1	—	—	—	—	—	—	—

1 Basic enemy unit information

The unit's appearance on the in-game map and battle screen, attribute defense, machine name, pilot name, pilot name.

2 Basic Stats

Unit Level, Reward Amount upon Destruction, Body, L/R Arm, Legs HP.

3 Equipped Weapon Information

Hand weapons and shoulder weapons equipped by that unit. Data includes weapon type, attack power, element, and magazine capacity (99 indicates infinite ammo), and effective range. Weapon types are as follows:

Hand-to-Hand

Machine Gun SG Shotgun
RF Rifle FT Flamethrower
BZ Bazooka GR Grenade
PB Pile Bunker RD Rod
KN Knuckle CN Cannon
Arm Punch

Arm

MS Missile RK Rocket
SH ショールト

4 Pilot Abilities and Skills

The four combat values (Fight, Short, Long, Agility) and (Fight, Short, Long, Agility) and the pilot's skills acquired by the pilot.

MISSION

How to Use the Hangar's Latest Parts List

and range, torso parts by HP and output, arm parts by HP and accuracy, and leg parts by HP and mobility. by HP and hit rate, and legs by HP and mobility. to find the parts you want to purchase. Note: The column headings in the parts list refer to the part data explanation on p.198 on p.198.

3. Once you've decided on the parts to purchase,

set up your WAP!

If you find a part with the performance you like,, purchase that part and set up WAP. If the parts you want, hold

[illegible]

3 Parts List

A list of weapons and parts that can be acquired in the hangar during the mission period being introduced. Each part is listed in the order it arrives, in the order they appear in the mission. Weapons are also listed in mission order, by mission order and listed by type in descending

MISSION 01

Mercenary Storm arrives on Huffman Island and meets with Commander Falcon. He is given a live-fire exercise mission to prove his worth as a mercenary.

Victory Condition: **Shoot down all enemies**

Defeat Condition: **Storm Fighter Down**

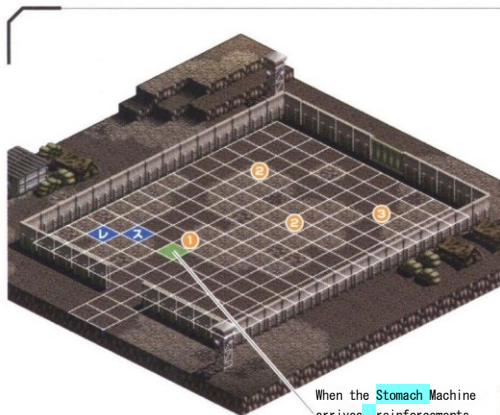
Enemy Unit Deployment Count: **0(4)**

Clear Reward

¥1000

Maximum Destruction Bonus

¥750



When the **Stomach Machine** arrives, reinforcements appear

OUTLINE OF STRATEGY

Key Points for Execution

- The **WAP** piloted by Rain will participate as support as a support unit

- The **Stomach Unit** carries four **Repair S** units [Door Defense Attribute]

The **WAP** provided by the military is for boarding purposes only cannot be customized. Military WAPs carry four **Repair S** units each. If the arm parts are

Tactics

基本戦略

Focus your combat on the Storm units

When the Storm Unit moves to the green squares displayed on the map, Four enemy **WAPs** will appear. Work with Rain to take them down one by one. The Storm Unit has higher attack power than Rain's unit, so use the Storm unit to attack enemy units (Since it's equipped with long-range weapons, Attack by closing in quickly before they can fire.



The Storm unit has higher piloting skills than Rain. ability. attacks should be performed

Unit Data

				Weapon/Shield				Pilot Ability							
Machine Name		I Arm		Left Arm Weapon		Left Shoulder Armament		Fight Short		Long Agility					
No Attribute		R Arm		Legs		Right Arm Armament		Right Shoulder Armament		Skill					
Pilot Name		R Arm		Legs		Right Arm Armament		Right Shoulder Armament		Skill					
Enemy Reinforcement Unit															
	CALM	1	24	19	Arm (1 X7)	H	99	1-1	One	One	—	9	9	9	
	Soldier	190	19	21	Arm (1x7)	H	99	1-1	—	One	One	—	—	—	
	CALM	1	24	16	MG(X4)	G	99	1-1	-	One	One	9	9	9	
	Soldier	185	16	21	MG(X4)	G	99	1-1	One	—	One	—	—	—	
	CALM	1	24	19	Arm(1X7)	H	99	1-1	MS(1 X10)	T	3	3-4	9	9	9
	Soldier	190	19	21	Arm(1X7)	H	99	1-1	One	—	One	—	—	—	—

MISSION 02 実戦訓練2

Regular army non-commissioned officers seem to be visiting Huffman., let them experience the tension of real combat in live-fire exercises.

Victory Conditions: Shoot down all enemies / Reach designated point

Defeat Condition: Storm aircraft shot down

敵ユニット出撃数

3

Clear Reward

H\$1000

Maximum Destruction Bonus

H\$0



When the Stomach Machine arrives, Mission Complete

OUTLINE OF STRATEGY

Key Points for Execution

- Two victory conditions
- Utilize obstacles during combat

Defeating enemy units incurs repair costs

[Recommended Attributes Defense] H Shock Resistance

This mission involves combat with the Storm unit alone. You will be fighting alone. Fighting multiple enemies simultaneously is disadvantageous in terms of firepower, so it

Tactics 基本戦略

Prioritize reaching your destination

If your goal is to reach the designated point, and just rush to the target point. To gain experience points, if you aim to destroy enemy units, always advance adjacent to obstacles. Doing so makes it harder for multiple enemy units to surround you, minimizing the damage you take.



Shoot down enemy WAPs earns experience points but you'll bear the repair costs. If you want to save funds, .

Unit Data

		Weapons/Shield										Pilot Ability			
Machine Name		L.Arm		Left Arm Armament			Left Shoulder Armament			Fight 1 Short		Agility			
No. Attribute	Pilot Name	R.Arm	Legs	Right Arm Armament			Right Shoulder Armament			Skill					
Enemy Unit															
1		CALM	1	24	19	RD(1X13)	H	99	1-1	One	—	One	9	9	
		Rick	One	19	21	Arm(1x7)	H	99	1-1	One	One	One	One	One	
2		CALM	1	24	19	Arm(1X7)	H	99	1-1	MS(1 X10)	E	3	3-4	9	9
		Soldier	—	19	21	Arm(1 X7) H		99	1-1	—	—	—	—	—	
3		CALM	1	24	19	MG(5X2)	Co	99	1-1	—	—	—	**	9	9
		Soldier	One	19	21	Arm(1 X7)	H	99	1-1	One	One	One	One	One	One

MISSION 03

Combat Training 3

New mercenaries to reinforce Storm's forces are being sent to Huffman Island. and select mercenaries to join your ranks.

Victory Condition: Shoot down all enemies

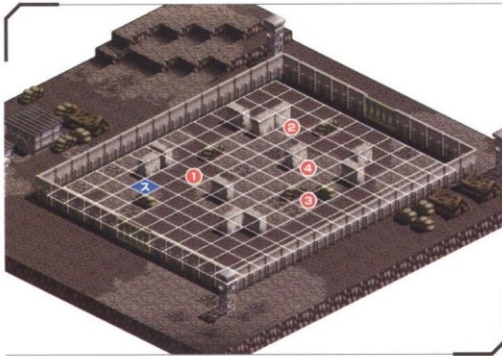
Defeat Condition: Shoot down the Kustom aircraft

Enemy Unit Deployment Count 4

Clear Reward

H\$1000

Maximum Kill Bonus H\$760



OUTLINE OF STRATEGY

Key Points for Execution

- Engage in combat while disrupting enemy coordination
- Utilize obstacles during combat
- Recommended Flexible Defense
- Shock Resistance Attribute

The objective is to destroy all 4 enemy WAPs. Prepare for a prolonged battle

Tactics

基本戦略

Lure enemy units and defeat them with counterattacks

Among enemy units, the Champ and Odd Eye units will not move unless approached. First, wait near the deployment point for Wait for ① and ② to approach near the deployment point, then deal damage with counterattacks while shooting them down. The Odd Eye unit at ④ is equipped with a missile. Its maximum range is 4, so move from a position 5 squares,



Before the Odd Eye unit approaches, receive damage, use Repair S to.

Unit Data,

Machine Name		Lv	HP	Arm	Left Arm Weapon	Right Arm Weapon	Left Shoulder Armament	Right Shoulder Armament	Fight Short Long	Agility
No. Attribute	Pilot Name	Reward	Legs							
Enemy Unit										
	CALM Attacker	1	24	19	MG (5x2)	3	99	1-1		9 9
		190	19	21	Arm (1x7)	B a	99	1-1	—	
	CALM	1	24	19	Arm (1x7)	B	99	1-1		9 9
	Champ	190	19	21	Arm (1x7)	B	99	1-1	—	One
	CALM Tornado	1	24	19	MG (5x2)	2	99	1-1	One	One
		190	19	21	Arm (1X7)	B	99	1-1		9 9
	CALM	1	24	19	Arm (1x7)	B	99	1-1	MS (1X10) ff	3
	Oddeye	190	19	21	Arm (1X7)	B B	99	1-1		9 9

MISSION
04-A

偵

Satto

With Rain as your second-in-command, and Champ and Odd Eye joining as squad members, the newly formed Storm Squad is ready. Storm Squadron. For your first

Victory Condition: **Shoot down all enemies**

Defeat Condition: Shoot down the Super-M machine

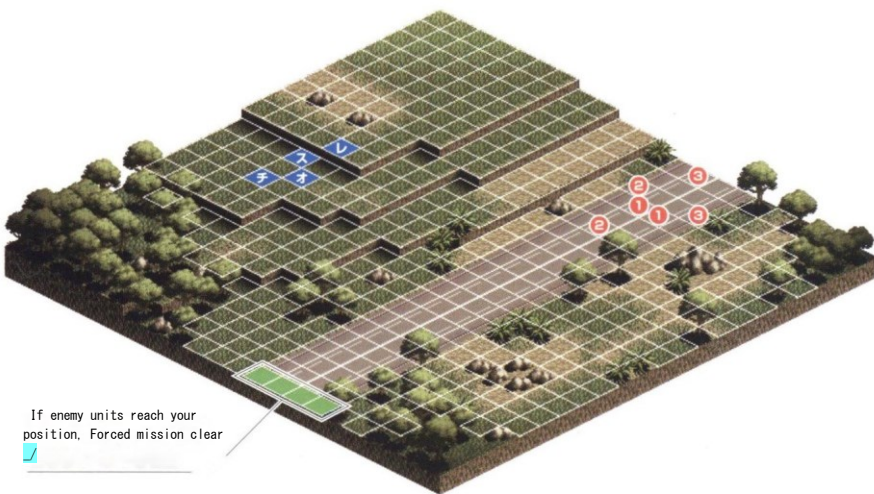
Enemy Unit Deployment Count 6

Swarm Plague

Clear Reward

H\$1000 Maximum Destruction Bonus

HS2624



If enemy units reach your position, Forced mission clear

OUTLINE OF STRATEGY

Key Points for Execution

- Enemy prioritizes supply transport
- Enemy units consist solely of **vehicles**
- Escort vehicles are armed with machine guns and missiles

[Recommended Positive Defense] [Resistance to Penetration Attribute / Resistance to Fire/Heat Attribute]

Since enemy jeeps are equipped with either machine guns or missiles so attribute defense will penetrate the **two** units engaging in close combat; set the remaining **two**. Enemy



Prepare for attacks from **all enemy armored vehicles** by equipping your close-range type equip

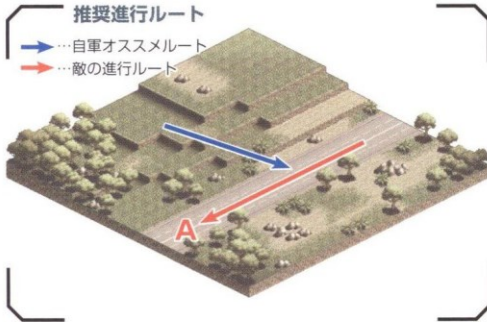
Tactics

基本戦略

Attack the enemy supply vehicle first

Enemy forces move toward Point A. If even one enemy reaches Point A, all enemy forces will retreat, clearing the mission. Aim to eliminate all enemies to earn the destruction bonus. Initially, enemy unit head straight for Point A, but ❶ and ❷ will target

will target friendly units if attacked. ❶ will continue toward Point A even when under attack, so prioritize eliminating these units first. continue toward Point A even when attacked, so first Focus your attacks on ❶ to shoot it down. After that. This way,



Both of ❶'s supply trucks are unarmed, should be sufficient.

Point

ポイント解説

Be mindful of the distance to the escort vehicles.

There are two types of jeeps escorting the supply vehicle. They are equipped with either a machine gun or a missile system... are equipped with machine guns that can only attack one adjacent square, from a distance. A Jeep equipped with a missile Jeep equipped with missiles can be attacked safely from a distance by friendly units equipped with close-range weapons.



Champ units, when attacked by friendly units equipped with close-range weapons, can be shot down

Unit

				HP		Weapons/Shield				Pilot Ability				
No. / Attribute	Machine Name			LArm	Left Arm Weapon		Left Shoulder Arment		Fight		Short	Long	Agility	
	Pilot Name		B Arm	Co	Right Arm Weapon		Right Shoulder Arment				Skill			
Enemy Unit														
	Carrier	2	50	One	One	One	-	One	One	—	9/9	9/9		
	Soldier	312	—	One	—	One	One	—	One	One	One			
	Jeep	2	100	One	MG (5x2)	Co	99	1-1	One	One	One	9	9	9/9
	Attacker	500	One	One	—	One	—	One	—	One	-			
	Jeep	1	100	-	One	-	-	MS(1 X10)	3	3-4	9	9	9/9	
	Missleer	500	One	—	One	One	One	One	—	One	-			



MISSION 05-A

Convoy

Intelligence indicates the enemy has begun establishing new supply lines, and sever their supply lines.

Victory Condition: Shoot down all enemies

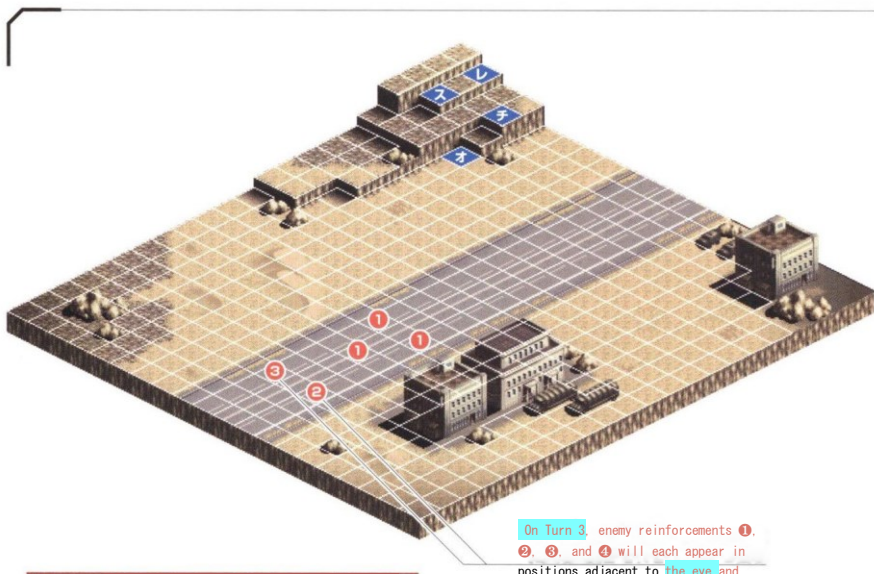
Defeat Condition: Storm aircraft shot down

Enemy Unit Deployment Count: 5 [2]

Clear Reward 1000H\$

Maximum Destruction Bonus:

bonus



Items Obtained Upon	Mission	Clear
1 Bandit >	BONE [Weapon/Shoulder]	
2ME	BONE+1 [Weapon/Shoulder]	
1 Bandit B	BONE+2	

OUTLINE OF STRATEGY

Key Points for Mission Execution

- Combat in the Desert with Few
- Obstacles High-mobility legs are
- optimal for desert terrain
- Recommended Heat Resistance

The attacks from the O-type missile launchers appearing as enemy reinforcements pose a threat. Since the missile launcher's attacks are Fire/Heat-attribute, be sure to set your attribute defense to Fire/Heat.. Also, in the desert, normal-type legs



Even with all resistances combined, you'll take significant damage. Prepare as many recovery items

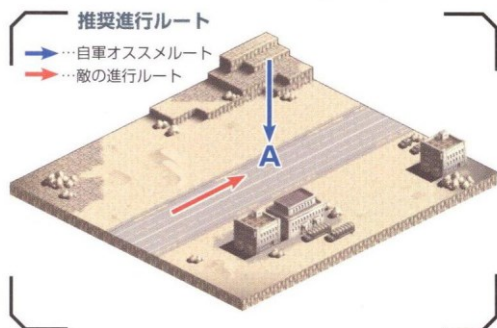
Tactics

基本戦略

Shoot down enemy reinforcements quickly

Descend the slope from the starting point and intercept enemy units near Point A. The transport truck target. Continue straight on the road. By the 3rd turn, enemy reinforcements will appear in adjacent positions. ④ is equipped with powerful long-

Send your shield-equipped unit to lead the charge, blocking all attacks while closing in to take it down in one go. Note that The transport trucks at ② and ③ will stop in place as supply points and remain stationary as supply points.



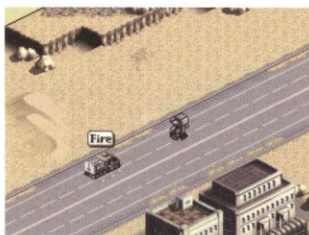
1• Getting too close to the transport trucks immediately after mission start will make you an easy

Point

ポイント解説

Take down enemy units one at a time

Enemy reinforcements marked with O will stop moving once their parts are destroyed or their HP will head toward the supply truck ②, ③ to repair parts or recover HP. For example, destroying the arm parts will prevent long-range attacks, they will be restored with 1 HP after repair and ④ and attack your forces again. Therefore, against enemy reinforcements, focus



Use your units' ranged attacks to destroy the supply truck first, supply trucks so they

Unit Data

				Weapon/Shield		Pilot Ability			
No.	Machine Name	Body	Arm	Left Arm Armament	Left Shoulder Armament	Fight	Short	Long	Agility
Attribute	Pilot Name	R.Arm		Right Arm Armament	Right Shoulder Armament	Skill			
	Reward								

Enemy Units

①	Armored Car	2	50	One	MG(4X3)	99	One	One	9	9	9
	Soldier	312	One	—	One	—	One	—	One	—	One
②	Carrier	2	50	1	One	—	One	One	—	9	9
	Soldier	312	—	—	—	—	One	—	One	—	One
③	Carrier	1	50	1	One	—	One	One	—	9	9
	Soldier	312	—	—	One	—	One	—	—	—	One

Enemy Reinforcement Units

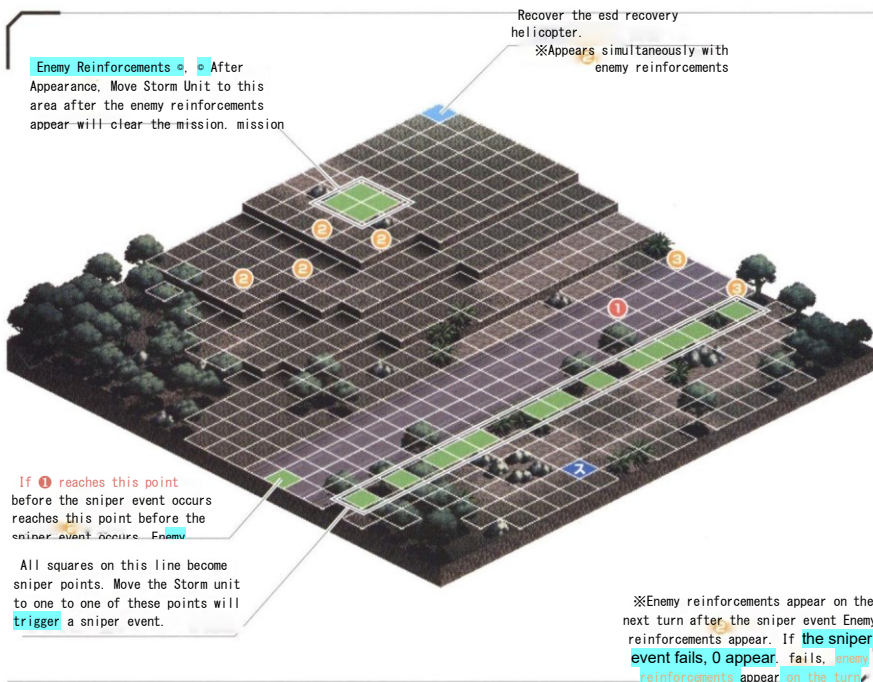
④	ZOLA	1	30	22	Arm (1 X4)	H	99	1-1	MS(1	<10)	F	3	3-4	9	9	9
	Missile	230	22	24	Arm (1 X4)	H	99	1-1	MS(2	<12)	F	3	3-5	—	—	One

MISSION 04-B 狙撃作戦

An enemy battlefield reconnaissance unit has appeared near the border for inspection. A large-scale force must intercept the enemy, could escalate into a

Victory Conditions: Destroy the target and escape the battlefield down / Passing a certain number of turns

Defeat Conditions: Storm Unit shot



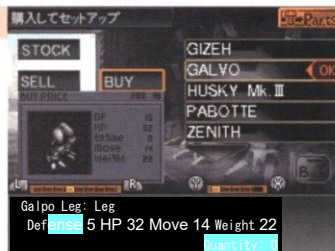
OUTLINE OF STRATEGY

Key Points for Mission Execution

- Solo covert mission using the Storm aircraft
- Outcome of sniping affects mission progression
- Equip high-mobility legs for escape

Recommended Defense Attributes 3 Penetration Resistance Attributes

Since this is a solo sortie for the Storm Unit, equip a shield on the shoulders to reduce damage. After completing the mission, After completing the mission, you must escape the



At this point, the recommended high-mobility leg part is GALVOo has high mobility at 14 and

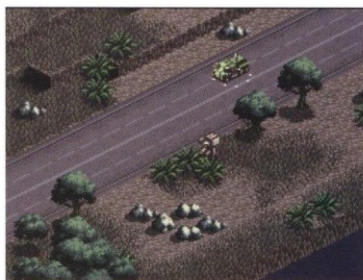
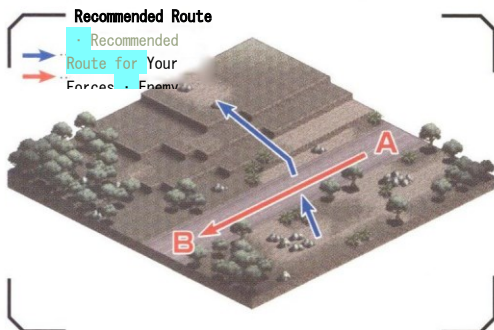
Tactics

基本戦略

Watch out for sniper points.

When the sniper reaches the designated sniping point on the map, an event occurs where the sniper targets the enemy. When the sniper event occurs, if ❶ is closer to Point A than Point B, the sniper shot succeeds. closer to Point A than the sniper machine,

regardless of the sniper's success or failure, enemy reinforcements will appear in the next turn.. If the sniper fails, enemy reinforcements will appear on the turn following the ❷ appearance. Fighting enemy reinforcements alone is difficult, so keep combat to



Successfully sniping the target is best. Even if you fail, it doesn't mean game over, but

Operation White

Point

ポイント解説

Securing the escape route is the top priority.

❷ The combat helicopter will move into a position surrounding the will move into positions surrounding the Stomach Machine. If you don't act, you won't even be able to move. To secure an escape route, shoot down two or three and hold off the remaining enemy attacks with SEAL defense.. Also, regardless of whether the sniping succeeds, you must reach the escape point within 10 seconds, the



◆Equip long-range weapons against enemy combat helicopters and equipped with

Unit Data

		1 *				Weapons		Shield		Pilot Ability						
No Attribute	Machine Name	Body	LArm	Left Arm Weapon		Left Shoulder Armament		Fight				Short	Long	Agility		
	Pilot Name		R.Arm	Legs	Right Arm Weapon		Right Shoulder Armament		Skill							
Enemy Unit																
	Armored Car	2	50	—	—	3		—	One				9	9	9	9
	Soldier	3/2	One	—		MG (4x3) Co		1	1-1	One			One		One	
Enemy Reinforcement Unit																
	Scout Heli	2	70	—	MG (4x3)	Co	99	1-1	MS(1 X10)	3	3-4		9	9	9	9
	Helicopter	450	One	—	MG (4x3)	Co	99	1-1	MS(1X10)	3	3-4				One	
	Scout Heli	2	70	—	MG (4x3)	Co	99	1-1	MS(1 X10)	3	3-4		9	9	9	9
	Helicopter	450	—	—	MG (4x3)	Co	99	1-1	MS(1X10)	3	3-4					

MISSION
05-B

Supply Line Interruption

Intelligence indicates enemy supply units are conducting large-scale transport operations to the front lines. To turn the tide of battle, launch

Victory Condition: Destroy all enemy

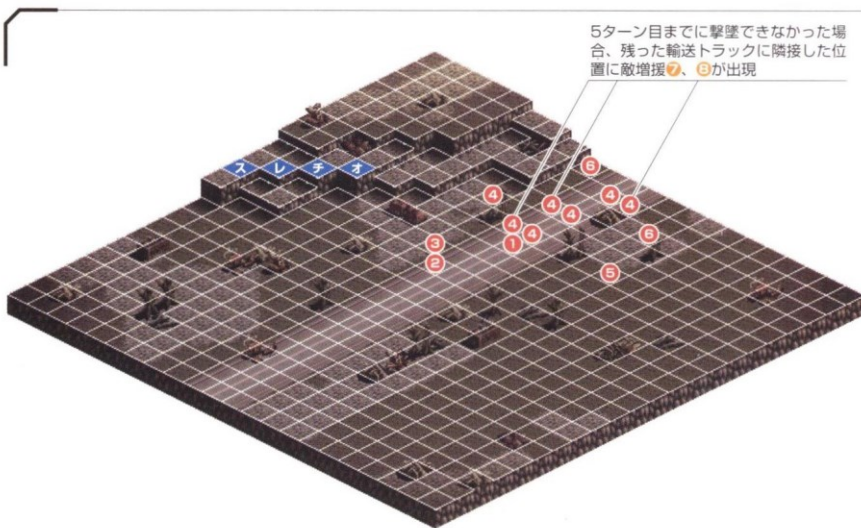
Defeat Condition: Storm aircraft shot down

Enemy Unit Deployment Count 13 (0-3)

Clear Reward

H\$1000

Maximum Destruction Bonus H\$4746



Items Obtained Upon Mission Clear	
IUD	VAPOR [Body] VAPOR+1
3周目	[Body] TEMPEST+1
	[Body]

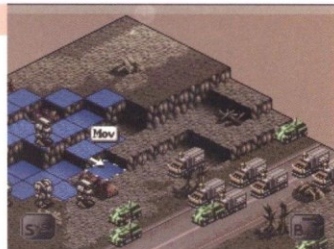
OUTLINE OF STRATEGY

Key Points for Mission Execution

- Half of enemy units are unarmed transport trucks
- If target trucks are not destroyed within 5 turns, enemy reinforcements will appear on turn 6

National Defense Attribute Defense n Penetration Resistance Attribute

If you destroy the enemy transport truck equipped with WAP within 5 turns, will prevent enemy reinforcements from



Due to the sheer number of enemies, is extremely difficult.

Tactics

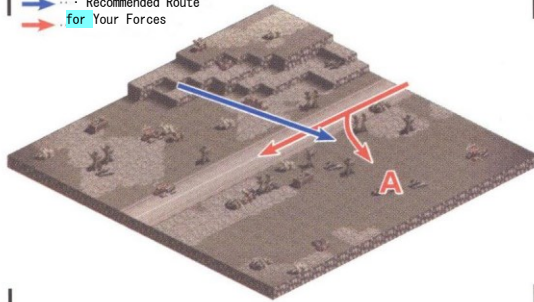
基本戦略

Prioritize shooting them down from armored vehicles before enemy reinforcements arrive.

Descending the hill at the starting point, armored vehicle to form a wall against the transport trucks and try to drive the transport truck toward Point A. to Point A. Enemy reinforcements ② and ③ are aboard There are three trucks in total but they blend in with the other trucks, making them hard to spot. difficult to spot. If lost, prepare for enemy reinforcements and shoot them down from the armored vehicle first. The enemy reinforcements include equipped with long-range weapons so get close and shoot

Recommended Route

→ Recommended Route
→ for Your Forces



Unit Data

No. • Attribute	Machine Name	Pilot Name	HP		Weapon		Shield		Pilot Ability			
					Left Hand/Armament	Right Hand /Armed	Left Shoulder Armament	Right Shoulder/Armament	Stun	Short	Long	Agility Skill

Enemy Unit

①	Armored Car	2	50	—	MG(4X3)	3	99	1-1	One	One	One	9	9	9
	Commander	312	—	—	—	—	One	—	One	—	—	—	—	—
②	Armored Car	2	50	—	MG(4X3)	3	99	1-1	One	One	One	9	9	9
	Soldier	312	One	—	One	—	One	—	One	—	One	—	—	—
③	Armored Car	2	50	—	1	—	1	One	MS(1X10)	3	3-4	9	9	9
	Soldier	312	One	—	MG(4X3)	3	99	1-1	MS(1 X10)	3	3-4	—	—	—
④	Carrier	2	50	—	One	—	One	One	One	One	One	9	9	9
	Soldier	312	—	—	One	—	—	—	One	One	One	—	—	—
⑤	Armored Car	2	50	—	—	—	One	—	MS(1 X10)	3	3-4	9	9	9
	Soldier	312	—	—	—	—	One	—	MS(1 X10)	3	3-4	—	—	—
⑥	Armored Car	2	50	—	MG(5x2)	3	99	1-1	One	One	One	9	9	9
	Soldier	312	One	—	One	—	One	One	—	—	—	One	—	—

Enemy Reinforcement Unit

⑦	ZENITH	2	33	24	MG (4X3)	3	99	1-1	One	One	One	9	9	9
	Attacker	230	24	26	RF(1X10)	3	99	2-3	—	One	One	—	—	—
⑧	ZOLA	1	30	22	Arm (1x4)	11	99	1-1	MS(1 X10)	3	3-4	9	9	9
	Missleer	230	22	24	Arm (1 X4)	11	99	1-1	MS(2X12)	3	3-5	—	—	—

MISSION 06

兵器

Factory

The command center has detected an enemy plan to attack the supply production factory. Defend the supply materials from enemy attack.

Victory Condition: **Dest**

the Storm aircraft

Defeat Condition: **Shoot down**

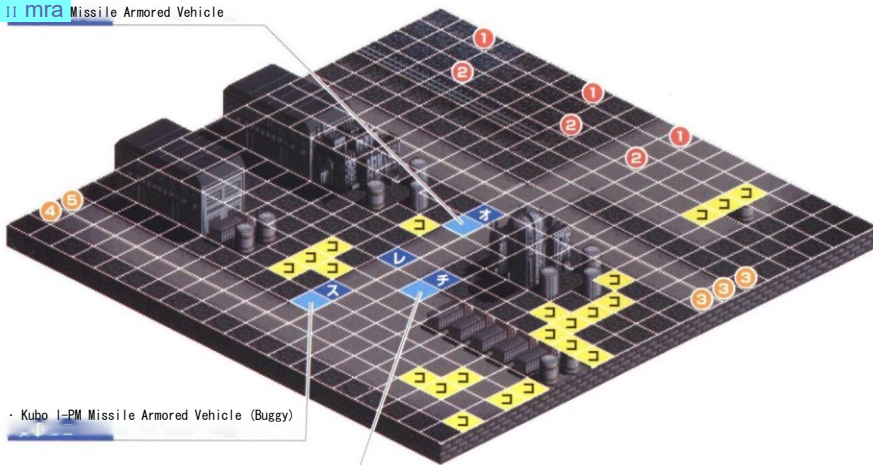
Enemy Unit Deployment Count: **6 (5)**

Clear

¥2000

Maximum Destruction Bonus

11 mra Missile Armored Vehicle



· Kubo I-PM Missile Armored Vehicle (Buggy)

Guide! Gi Missile Armored Vehicle (Alchemist)



· Container

※Destroy all enemy units or enemy reinforcements & **Shun** will appear

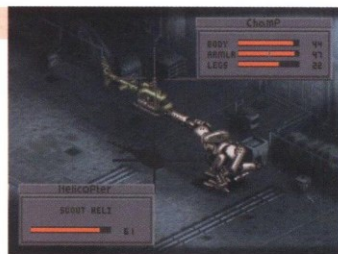
OUTLINE OF STRATEGY

Key Points for Mission Success

- Enemy reinforcements spawn under two conditions
- Containers scattered across the map incur repair costs when destroyed by enemy units will incur repair costs

Recommended Defense Attributes: **F** Fire Resistance

Prepare for attacks from missile-equipped helicopters by setting your attribute. Also, equip all units with the BONE equipped on all units, you can attack the helicopters from your



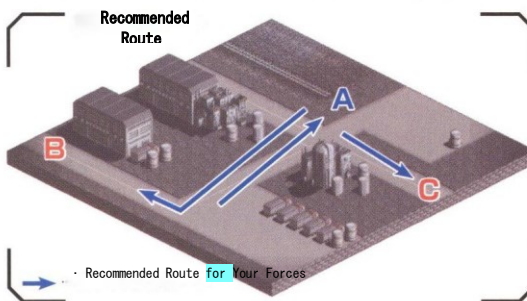
1. Helicopters will sequentially destroy nearby containers. To minimize repair costs, prioritize

Tactics

基本戦略

Prioritize attacking from helicopters

The three units marked ① begin moving from turn 3, and will prioritize attacking the containers. The Tomahawk squadron advances straight to Point A and attacks ① using missiles and other long-range weapons. After shooting down all three, to eliminate the remaining enemy units. Enemy reinforcements spawn at are at two points: B and C. to Point B and shoot down the enemy reinforcements. If you don't do



Point

ポイント解説

Protect the containers from enemy reinforcements

Enemy reinforcements appear when or when turn 9 begins. Therefore, anticipate enemy reinforcements. Anticipate the timing of enemy reinforcements and pre-position friendly units at locations B and C. to Points B and C. to Points B and C in advance. damage to the containers. damaged friendly units should move to the enemy reinforcement spawn points.



Enemy Reinforcement
Spawn Points Near the
point. Let your units
move!

Unit Data

			HP		Weapon/Shield				Pilot Ability		
No.	Attribute	Machine Name	Body	Arm	Left Arm Weapon	Left Shoulder Roll	Right Arm Weapon	Right Shoulder Armament	Fight	Short	Agility
		Pilot Name	Score	Rank	Less						Skill

Enemy Unit

①	Scout Heli	3	70			MG(5x2)	CG	99	1-1	One	One	9/9	9/9
	Helicopter	450	1			One		One	-	One	One	One	One
②	Scout Heli	3	70			MG(4x3)	CG	99	1-1	MS(1 X10)	F	3	3-4
	Helicopter	450	One			One		One	One	MS(1X10)	F	3	3-4

Enemy Reinforcement Unit

③	Armored Car	3	50			GR(1 X13)	F	99	1-4	One	One	9	9/9/9
	Attacker	312	1			---		One	---	One	One	One	One
④	ZENITH	3	33	24		Arm(1 x 5)	KB	99	1-1	One	One	9/9/9	9/9
	Attacker	230	24	26		MG(5X2)	CG	99	1-1	One	One	One	One
⑤	ZOLA	2	30	22		Arm(1 X4)	F	99	1-1	MS(2X12)	F	2	3-5
	Missileer	230	22	24		Arm(1 X4)	KB	99	1-1	MS(2x12)	F	2	3-5



MISSION 07 狩り

Having received the military's strict order to eliminate deserters fleeing the enemy, the Storm Squadron advances deep into the quiet, sun-drenched

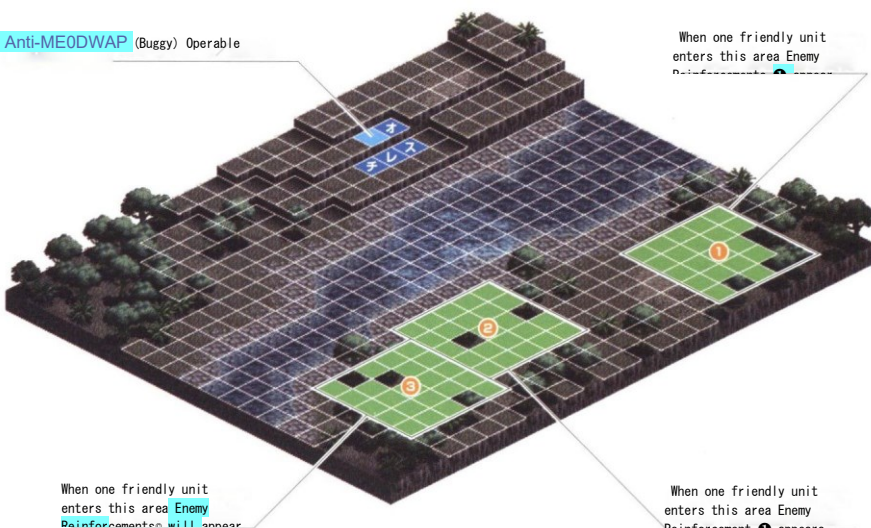
Victory Condition Shoot down all enemies

[Defeat Condition] Shoot down the Storm aircraft

Enemy Unit Deployment Count: 3

Clear Reward: VHS\$1000 Maximum Destruction Bonus: H\$765

Anti-MEODWAP (Buggy) Operable



When one friendly unit enters this area Enemy Reinforcements will appear

When one friendly unit enters this area Enemy Reinforcements will appear

When one friendly unit enters this area Enemy Reinforcements will appear

OUTLINE OF STRATEGY

Key Points for Execution

- The buggy boarding the WAP will temporarily join as an ally
- Enemy units are concealed in dense forests
- Crossing rivers requires high movement points

Recommended Defense **Attributes** ☐ Piercing Resistance

A total of 3 enemy units will appear. When friendly units enter the green squares on the map, one enemy unit will appear near each square. one enemy unit will appear near each

BATTLE STATUS				PILOT STATUS			
Name: Daxter Hopper				Name: Batty			
Body: 39 / 39				HP: 10 / 10			
Left Arm: 34 / 34				MP: 10 / 10			
Right Arm: 34 / 34				AP: 10 / 10			
Left Leg: 30 / 30				Total: 600			
Right Leg: 30 / 30				EXP: 1500			
Move: 14				Gr: 16%			
Status:							
Name: Daxter Hopper				Name: Batty			
Body: 39 / 39				HP: 10 / 10			
L. Grip: 99 / 99				R. Grip: 99 / 99			
L. Shoulder: 99 / 99				R. Shoulder: 99 / 99			
R. Shoulder: 99 / 99				L. Shoulder: 99 / 99			

1. Friendly buggies can be controlled. They cannot be relied upon as combat power. Do not

enemy unit will appear. Then, have all friendly units that haven't finished their actions yet attack simultaneously. and attack simultaneously with your units that haven't acted yet to fight safely. Note that all enemy WAPs have the Penetration Resistance

We will individually infiltrate the areas where enemy units appear and aim to shoot down enemy WAPs one by

- Normal Type legs can cross rivers ! Turn movement range is only. Let's advance a little.

085



CHAPTER 01 MISSION

MISSION 08 疑惑

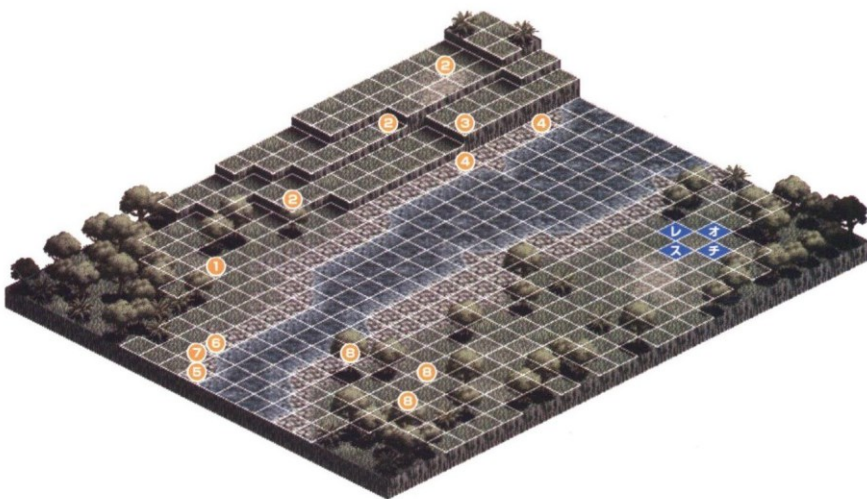
A buggy deployed on a solo mission goes missing. Before being declared a deserter by the military, the Suum Squadron pursued his trail to confirm his

Victory Condition:
Eliminate all enemy units

Defeat Condition

Clear Reward \$1500
XH\$4260

Maximum Destruction Bonus



* Enemy reinforcements ○ appear on turn 2. If you haven't shot down all enemies by turn 8, enemy reinforcements will appear.

OUTLINE OF STRATEGY

Key Points for Execution

■ Enemy units appear on Turn 2

• Enemy reinforcements appear on turn 8 due to reconnaissance helicopter request
• Terrain divided into two maps by a river

|Recommended Defense Attributes| = Penetration Resistance Attributes / FF Fire Resistance Attributes

No enemies present at the start of the battle, but enemy units appear on Turn 2. Enemy WAP wields piercing-type weapons.



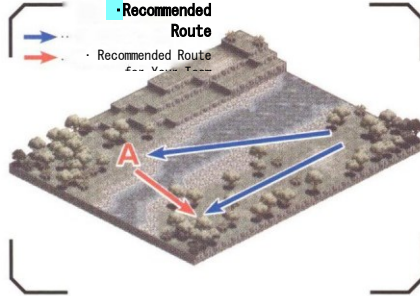
1. Equipping long-range weapons allows you to attack enemy units. Try to equip them if possible.

Tactics

基本戦略

Prioritize shooting down the reconnaissance helicopter

The reconnaissance helicopter appearing at Point A must be shot down by the 8th turn, the commander will retreat, and enemy reinforcements will appear instead. enemy reinforcements will appear, yields a higher destruction bonus, but they are numerous and well-equipped, so it's preferable to shoot down the enemy reconnaissance helicopter first to prevent enemy reinforcements from appearing. missiles or other long-range weapons to the and aim to shoot them down by turn 7.. The other two units should intercept another enemy



08:

Point

ポイント解説

Fight while minimizing friendly casualties

Enemy units appearing in this mission are equipped with parts comparable to your own units. equipped with parts comparable to your own units. Therefore, engaging head-on will result in a war of attrition, putting the numerically inferior allied forces at a disadvantage.. First, use ranged attacks to reduce the enemy units' HP and shoot them down, or use close-range weapons to to



"Enemy long-range attacks inflict significant damage.. Use your heat-resistant WAP units should and"

Unit Data

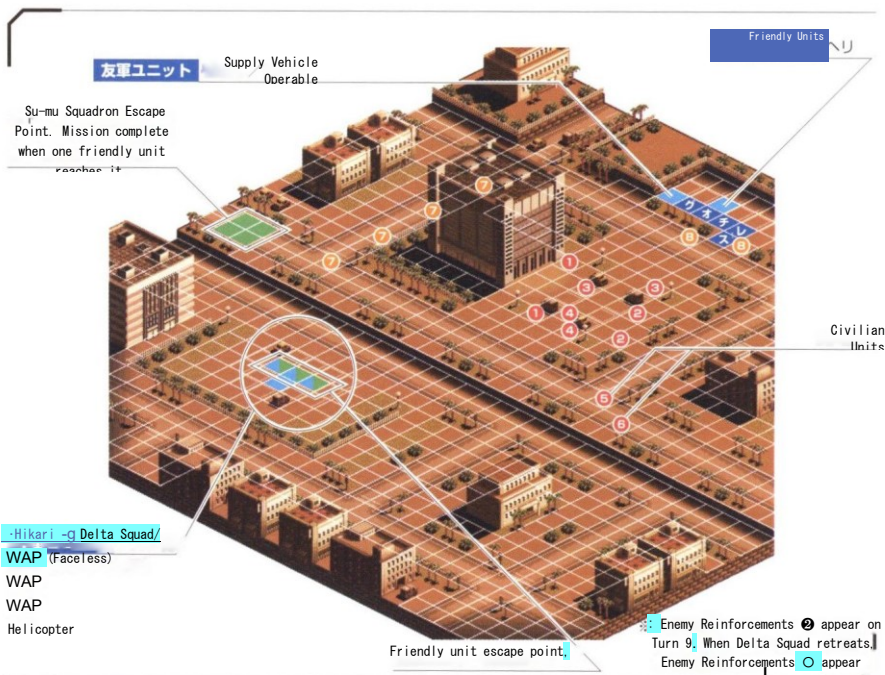
		Machine Name		Body	L-Arm	Weapons/Shields		Pilot Equipment	
						Left Arm Weapon	Shoulder	Fight	Short/Long/Agility
No.	Attribute	Pilot Name				Right Arm Weapon	Right Shoulder Armament		Skill
Enemy Reinforcement Units									
1	Scout Heli	Helicopter	4	70	One	MG (5x2)	3	99	1-1
			450	One	One	One	One	One	One
2	Scout Heli	Helicopter	4	70	One	MG (4x3)	Co	99	1-1
			450	One	One	One	MS (2x12) F	2	3-5
3	GALVO	Attacker	4	42	25	RD (1 X13)	H	99	1-1
			255	25	21	Arm (1x5)	H	99	1-1
4	GALVO	Attacker	4	42	25	MG (4X3)	Co	99	1-1
			255	25	21	Arm (1 X5)	H	99	1-1
5	GIZEH	Commander	5	45	26	RF (1X13)	Co	99	2-3
			270	26	34	Arm (1 X6)	H	99	1-1
6	GALVO	Attacker	4	42	25	MG (4X3)	Co	99	1-1
			255	25	21	Arm (1x5)	H	99	1-1
7	HUSKY mkDI	Missileer	4	39	24	Arm (1 X5)	H	99	1-1
			270	24	30	Arm (1x5)	H	99	1-1
8	Scout Heli	Helicopter	4	70	One	MG (4x3)	Co	99	1-1
			450	One	One	One	MS (2x12) F	2	3-5

Urban Assault

Victory Conditions: Reach the target location after Delta completes their mission. **Defeat Conditions:**

Storm aircraft shot down / Delta wiped out Enemy Unit Deployment Response (6)

Aria Report sT



OUTLINE OF STRATEGY

Key Points for Operation Execution

- Allied Delta Squad begins actions on Turn 3
 - Supply vehicles can be utilized as friendly units
 - Enemy forces include civilian units
- High Defense  Piercing Resistance  Heat Resistance

Starting with this mission, Gray, who excels at long-range attacks, join the unit. With numerous enemies in this mission, he will be a reliable asset.. Also, new parts have been added to the hangar so be sure to set up all units except Gray's.



To prevent Delta Squad's annihilation, carry extra recovery items.

Tactics
基本戦略

Clearing the Path for Delta Squad

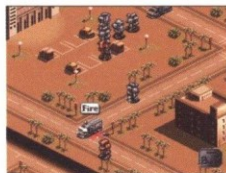
The objective of this mission is to prevent Delta Squad from being shot down. Delta Squad will begin moving toward the central building on turn 3 and will remain on standby until the 8th turn. On the 9th turn, With so many enemies present, so we want to take down as many enemy units as possible before Delta Squad starts moving. First, intercept the enemy near Point A to avoid concentrated enemy fire on your forces. to intercept the enemy near Point A. After eliminating the initial enemy force, advance to Point B. Prepare for enemy

Recommended Route T

Point
ポイント解説

Counter long-range enemies with long-range attacks.

Among enemy units, pay particular attention to those equipped with missiles Equipment 3 and 4. If left unchecked, they will inflict increasing damage on your forces, so aim to take them down early. However, if you get too close recklessly, risk being surrounded by enemies. Therefore, you should also attack them with ranged weapons. When you run out



←5の Trucks and COWAP is a civilian unit. They won't attack

Unit Data

Machine Name		HP		L.Arm		Left Arm Weapon		Right Arm Weapon		Right Shoulder Armament		Pilot Ability	
No.	Pilot Name	HP	HP	Arm	Legs	Left Arm Weapon	Right Arm Weapon	Right Shoulder Armament	Right Shoulder Armament	Right Shoulder Armament	Right Shoulder Armament	Fight Skill	Short Skill
Enemy units													
1	Armored Car	5	50	One		MG(4X3)	Co	99	1-1	One	One	9	11
	Attacker	312		One	One	One	One	One	One	One	One	9	11
2	GALVO	5	42	25		Arm (1 X5)	H	99	1-1		One	9	11
	Attacker	230	25	32		MG(4X3)	Co	99	1-1		One	9	11
3	SAM Launcher	5	50	1		One		One	One	MS(2X12)	F	2	3-5
	Missileer	312						One	One	MS(2X12)	F	2	3-5
4	ZOLA	5	30	22		Arm (1 X4)	H	99	1-1	MS(2X12)	F	2	3-5
	Missileer	270	22	24		Arm (1 X4)	H	99	1-1	MS(2X12)	F	2	3-5
5	Carrier	5	200	One		One		One		One		9	11
	Soldier	One	One	One		One		One		One		9	11
6	CALM	5	24	19		Arm (1 X7)	H	99	1-1	One		9	11
	Soldier	19	21			Arm (1 X7)	H	99	1-1	One		9	11
Enemy Reinforcement Unit													
7	ZOLA	5	30	22		Arm (1 X4)	H	99	1-1	MS(2X12)	F	2	3-5
	Missileer	230	22	24		Arm (1 X4)	H	99	1-1	MS(2X12)	F	2	3-5
8	Scout Heli	5	70	One		MG(4X3)	3	99	1-1	MS(2X12)	F	2	3-5
	Attacker	450		One				One	One	MS(2X12)	F	2	3-5

MISSION 10-A

The Battle for the

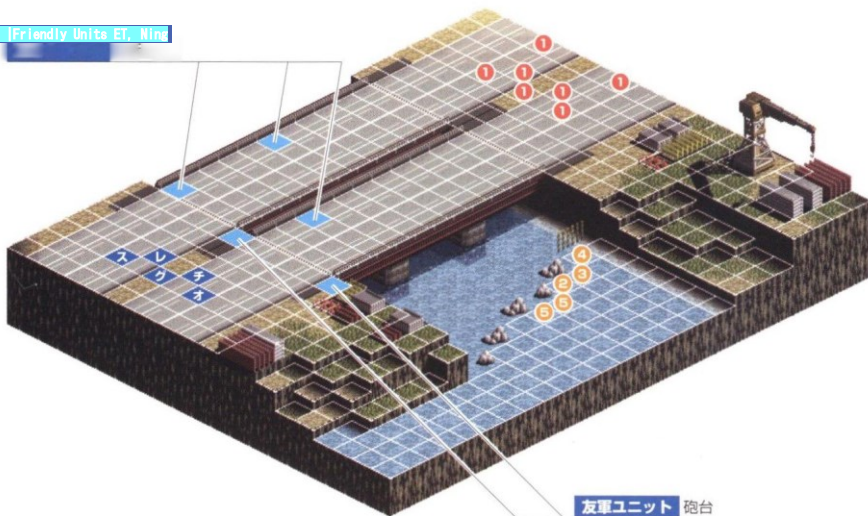
The Mail River flows, severing the base from the front lines. The bridge spanning the river is vital for troop deployment and supply lines. The bridges

Victory Condition: Eliminate all enemies. Defeat Condition: Shoot down the St. machine

Enemy Unit Deployment Count: v_7(5) Clear Reward H\$400
VH\$5150

Maximum Destruction Bonus

IFriendly Units ET, Ning



※Defeat 5 enemy units ① to spawn
_Enemy Reinforcements ②-⑤ Appear

OUTLINE OF STRATEGY

Key Points for Execution

- All initial enemy units are helicopters
- Enemy WAP legs are hover type
- Repair costs will be incurred if trucks or turrets are destroyed

Even if friendly units are shot down, it does not affect the mission but repair costs will be incurred. Set up your own WAP's legs on parts with high mobility and set up to attack friendly units to quickly take down enemies.



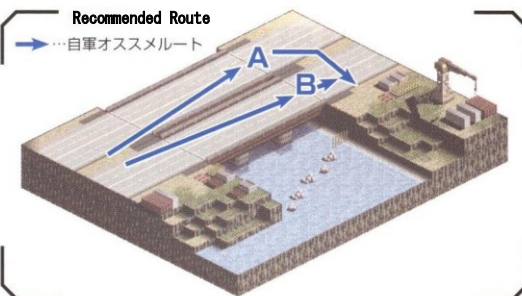
- Shoot down as many enemy units as possible in the early turns prevent friendly units from being

Tactics

基本戦略

Split your forces into two groups and advance

Deploy three units to Point A against the initial enemy deployment and two units to Point B to intercept the reinforcements.. Note that enemy reinforcements will appear immediately after, enemy reinforcements will appear immediately. Your units heading to Point B will immediately engage enemy reinforcements, so ensure they are well-equipped. engage enemy reinforcements so

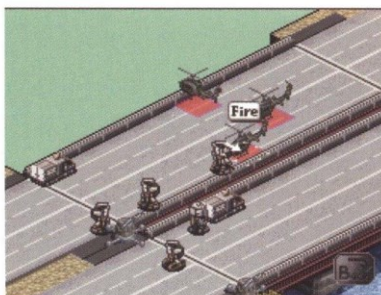


Point

ポイント解説

Serve as a shield for friendly units.

The key point when protecting friendly units The key point is the supply truck on the bridge. Approaching enemy helicopters have high mobility and are equipped with missiles so they will be the first to take the hit. From turn 1, send your own units straight and use recovery items to heal the damage with recovery items. Then, as quickly as possible, shoot down.



Friendly units cannot move. Move friendly units to move closer and draw enemy attention.

Unit Data

No. Attribute	Machine Name	Body	Left Arm Weapon	Left Shoulder Armament	LongTaqility
	Base	Crawl: Move	Right Arm Weapon	Right Shoulder Armament	Skill
Enemy Units					
1	Scout Hel	5 70 One	MG (4x3) Z3	MS (2x14) 3 3-5 9 11 9/9	
	Helicopter	450 One	MS (2X14) F	3 3-5 1	
Enemy Reinforcement Units					
2	HUSKY	5 39 24	Arm (1x7) S 99 1-1	One 9 11 9	9
	Attacker	400 24 120	MG (4x3) Co 99 1-1	One One One	
3	HUSKY	5 39 24	Arm (1x7) H 99 1-1	One One 9 11 9	
	Attacker	400 24 120	MG (4x3) Z3 99 1-1	One One	
4	HUSKY	5 39 24	Arm (1x7) H 99 1-1	One One 9 11 9	
	Attacker	400 24 120	MG (4x3) Co 99 1-1	SHW One One	
5	HUSKY	5 39 24	Arm (1x7) H 99 1-1	One One 9 11 9	
	Missileer	400 24 120	RD (1X13) H 99 1-1	RK (3X11) 3 3-5 One	

MISSION 11-A

溪 Valley's Fierce Battle

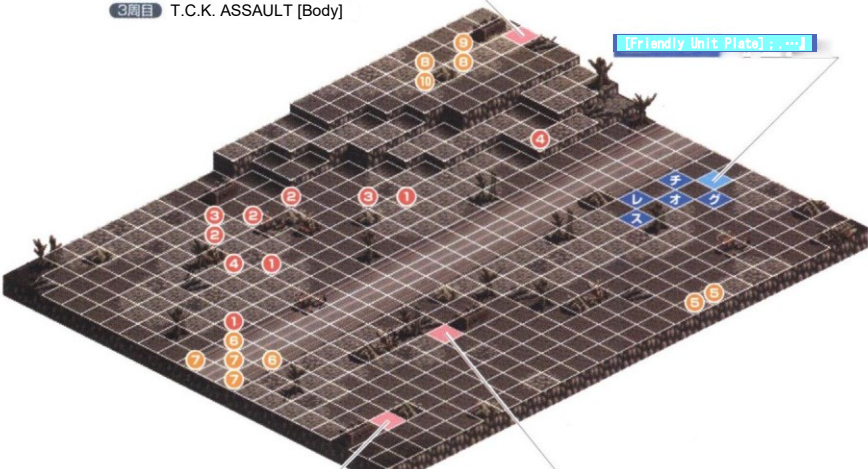
A rescue request arrives from friendly forces in the area beyond the pass.
The battlefield was littered with countless remnants of the war's ravages.

Victory Condition: 0 All Enemy Aircraft Shot Down **Defeat** Condition: Storm aircraft shot down
Enemy Unit Deployment Count: 70 (7, 4) Clear Rewards: Seiji, H\$0 Maximum Destruction Bonus: H\$6408

Place a potato on the 3rd space above to obtain item:

- 1周目 HUSKY Mk.IV+1 [Body]
- 2周目 ZIEGER [Weapon/Grip]
- 3周目 T.C.K. ASSAULT [Body]

[Friendly Unit Plate] :



Move to the 3rd space above to obtain item:

- 1周目 IBIS+1 [Weapon/Grip]
- 2周目 EMP Old E+2 [Weapon/Grip]
- 3周目 GLOSTER [Large Mobile]

Move 3 spaces up to obtain item:

- 1周目 RIM-3+1 [Weapon/Grip]
- 2周目 IGUCHI T7+1 [Weapon/Grip]
- 3周目 HEAVY PILE+2 [Weapon/Grip]

Enemy reinforcements appear on turn 3. On turn 5, enemy reinforcements appears.

OUTLINE OF STRATEGY

Key Points for Mission Execution

- The battlefield features terrain with high movement costs
- Enemy reinforcements appear on Turn 3 and Recommended Defense Heat Resistance

A total of 21 enemy units appear, a considerable number. Prepare for a long battle Equip all your units with recovery items. Also, Since movement is often cumbersome on this terrain, set up ranged weapons to increase your attack options.



1. Many enemies are equipped with ranged weapons. Equip your WAPs should be equipped with heat

Tactics

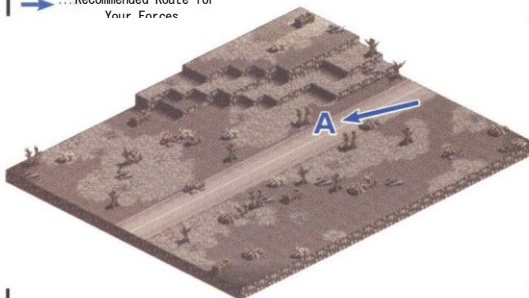
基本戦略

Do not pursue fleeing enemies to prepare

Anticipate enemy reinforcements on Turns 3 and 5 Initially, position yourself not too far from the starting point to intercept enemies near Point A. Allied supply vehicles are prioritized targets for enemy reinforcements 8, so move your own units by moving them closer.. Note that enemy units **will retreat** to the rear to target the supply truck when their **HP** is low.. Since there are many enemies, do not pursue them too deeply. Focus on reliably taking down the enemies directly in front of you.. When only one enemy

Recommended Route

→ ...Recommended Route for Your Forces



Unit Day: Evening

No., Attribute	Machine Name	Lv	Body LArm	Weapon	Left Arm Weapon	Right Arm	Left Shoulder Armament	Right Shoulder Armament	Pilot Ability	
									Fight	Survive (Ailiv)

Enemy Unit										
	Armored Car	6	50		MG(4X3)	3	99	1-1	One	One
	Attacker	312	1				One	One	One	One
	SAM Launcher	5	50				One	RK(3X11)	3	3-5
	Missileer	312	1					RK(3X11)	3	3-5
	Supply Car	6	50				1	One	One	One
	Soldier	312	1				One		One	One
	Scout Heli	6	70				1	One	MS(2X14)	3
	Helicopter	450	One		MG(4x3)	6	99	1-1	MS(2X14)	3

Enemy Reinforcement Unit

	GALVO	6	42	25	MG(4X3)	6	99	1-1	-	One
	Attacker	270	25	32	Arm(1X8)	11	99	1-1	-	One
	GALVO	6	42	25	RD(1X13)	11	99	1-1	One	One
	Attacker	270	25	32	RD(1X13)	11	99	1-1	-	One
	HUSKY	5	39	24	Arm(1)	7	99	1-1	RK(3X11)	3
	Missileer	270	24	30	Arm(1)	7	99	1-1	RK(3X11)	3
	GALVO	6	42	25	MG(4-)	3	99	1-1	-	1
	Attacker	270	25	32	Arm(1)	8	99	1-1	-	One
	HUSKY	5	39	24	Arm(1X7)	7	99	1-1	RK(3X11)	3
	Missileer	270	24	30	Arm(1X7)	7	99	1-1	RK(3X11)	3
	Supply Car	2	50	One	One		One	One	-	One
	Soldier	312	One	-			-	-	One	One





Tank

敵に、There is a plan to concentrate the forces of the previous generation in one location. While they are inferior in strength,, they become formidable

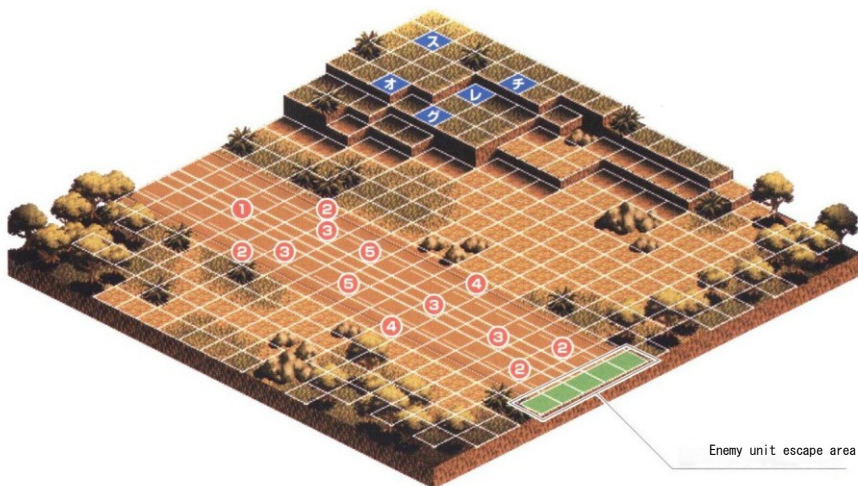
Victory Condition: Shoot down all enemies ondition: Shoot down the Stor

Enemy Unit Deployment C 13

Clear Reward

H\$0

Maximum Destruction Bonus 'HS4708



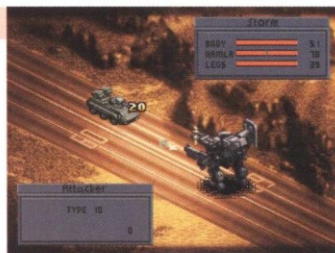
OUTLINE OF STRATEGY

Key Points for Execution

• The enemy has a unit commanding combat (Commander) • Enemy supply vehicles move away from friendly units | Recommended

Attributes | Fire Resistance, Heat Resistance

Since the enemy lacks WAP units, combat itself should not be particularly difficult. However, some enemies will try to move away from your units, equip your legs with high-mobility parts to prevent enemy escape and earn destruction bonuses. Also, since the enemy's heat-attribute weapons are



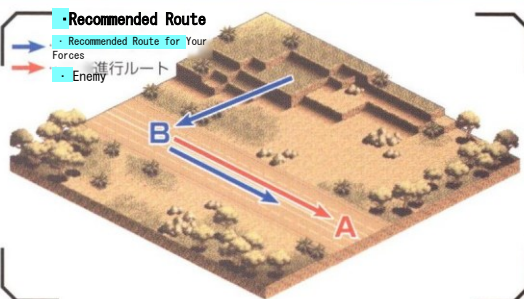
The enemy units are mostly low-HP units like supply trucks and armored vehicles.. Eliminating

Tactics

基本戦略

Take down the Commander quickly

① and ② move to Point A, and immediately withdraw from the battlefield upon arrival.. You can still clear the mission even if they escape, but to earn more destruction bonuses, aim to shoot them down without letting them escape. Here's how to do it: First, prioritize shooting down enemy Commander. This will all enemy units will be unable to counterattack including counterattacks.

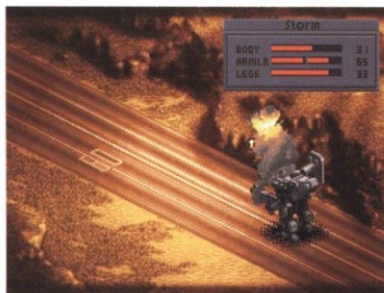


Point

ポイント解説

Prioritize taking out enemies with long-range weapons

allows Commander ① to be shot down early. to take down Commander ① early. and attack Commander ① with long-range weapons by the second turn.. After shooting down \$, prioritize shooting down ② or ③ equipped with long-range weapons. This way, you can minimize friendly casualties minimize your own losses. Before the enemy resumes action.. be sure to move your



The enemy only uses chariot cocoons. However, concentrated fire can be dangerous. To avoid being

Unit Data

		HP		Weapon/Shield		Pilot Ability			
Machine Name	HP	LArm	Left Arm Weaponry	Weapon	Fight Short Long Agility				
Pilot Name	Reward	Legs	Right Arm Weapon	Right Shoulder Armament	Skill				
Enemy Unit									
	Command Car	7	50	MG (4x3)	99	1-1	10	10	10
	Commander	312	—	—	One	One	—	—	One
	Armored Car	5	50	MG (4x3)	99	1-1	9	11	9
	Attacker	312	One	—	—	One	—	—	One
	M.B.T.	6	10	GR (1x24)	99	1-4	9	11	9
	Attacker	475	—	—	—	One	—	—	One
	SAM Launcher	6	50	1	—	RK (3X11)	3	3-5	9
	Missileer	312	—	One	—	RK (3X11)	F	3-5	One
	Supply Car	5	50	1	One	—	—	One	9
	Soldier	312	One	One	One	One	One	One	11

MISSION 11-B

Supply Breaker

It is reported that enemy supplies disguised as containers are being transported into a civilian factory.. Under cover of night, deploy your unit

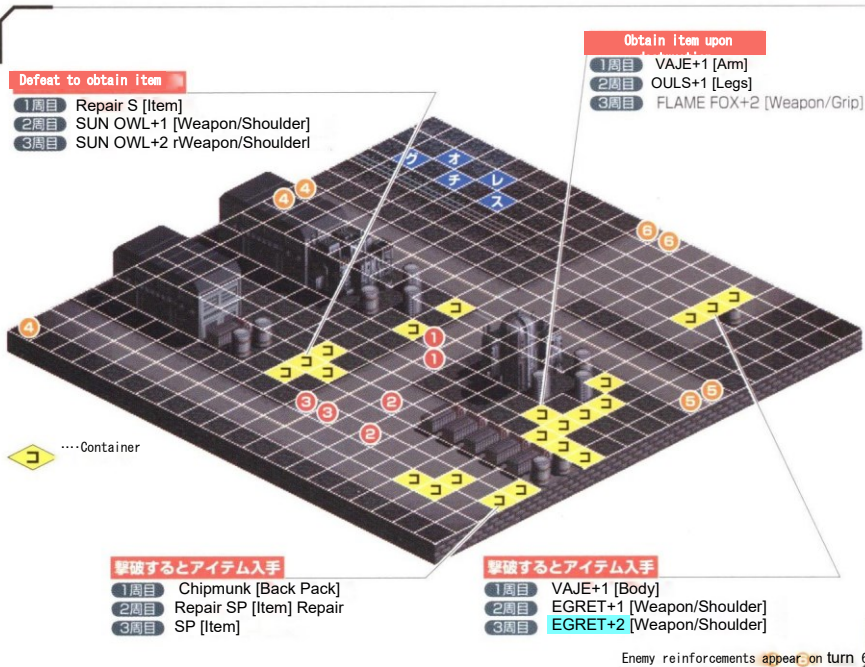
Victory Condition: Shoot down all enemy units
Defeat Condition: Shoot down the St

Enemy Unit Deployment Count: 6(7)

Clear Reward

HS400

Maximum Destruction Bonus: HS8622



OUTLINE OF STRATEGY

Key Points for Mission Execution

- Enemy reinforcements appear on Turn 6
- ・ Destroying containers grants destruction bonuses

[Superior Defense] 3 Penetration Resistance

Attributes / Fire Resistance Attribute

Defeat all initial enemy units within 5 turns to clear the mission at that point you can clear the mission at that point. However, bonus for destroying containers and loot, so while it



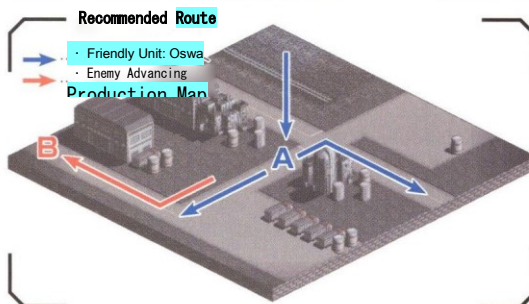
1. There is no turn limit, so explore every corner of the map and destroy all containers.

Tactics

基本戦略

Hold off on using ranged weapons until enemy reinforcements arrive

First, advance together to Point A and shoot down ❶ and ❷. ❸, which is unarmed, will move toward Point B as if fleeing but it does not mean it has left the battlefield. At this stage, it is acceptable to ignore it. For attacks on ❶ and ❷, Save your ranged weapons for the enemy reinforcements that appear on turn 6. The enemy reinforcements that appear on turn 6, so use fire-attribute



蘭防侃普毒風B-ニベ叫P

Point

ポイント解説

Destroy containers only after securing safety

When intercepting enemy reinforcements at Point A, you'll face them all at once, resulting in heavy friendly casualties. After shooting down ❶ and ❷, immediately move friendly units to the positions where ❸ or ❹ appear and eliminate each enemy one by one and eliminate them one by one. This prevents your units from being surrounded and systematically reduce



Isshiki remains stationary at the end of Point B. You can shoot down the enemy. It can be shot down.

Unit Data

No. Attribute	Machine Name	Pilot	Body	L.Arm	Weapons/Shield			Pilot Ability		
					Left Arm/Armament	Left Armament	Right Hand/Armament	Right Shoulder/Weaponry	Fight	Short Long Agility
Pilot Name	Reward	Legs								

Enemy Unit

❶	Command Car	5	50	One	MG(4X3)	99	1-1	One	One	9 11	9	9
	Commander	312	One	One	—	—	—	One	One	One	One	One
❷	SAM Launcher	6	50	—	—	—	—	RK(3X11)	3	3-5	9	10
	Missileer	312	—	One	—	—	—	RK(3X11)	3	3-5	—	—
❸	Carrier	5	50	—	—	—	—	—	One	—	9	11
	Soldier	312	One	One	—	—	—	One	One	—	9	9

Enemy Reinforcement Unit

❹	GALVO	6	42	25	RD(1 X13)	H	99	1-1	One	One	One	11	9	9
	Attacker	270	25	32	RD(1X13)	H	99	1-1	—	—	—	—	—	—
❺	HUSKY	5	39	24	Arm(1 X7)	H	99	1-1	RK(3> 11)	3	3-5	9	9	10
	Missileer	270	24	30	Arm(1 X7)	H	99	1-1	RK(3X11)	3	3-5	—	—	—
❻	Scout Heli	5	70	—	MG(4X3)	Go	99	1-1	MS(2> <14)	3	3-5	9	10	10
	Helicopter	450	One	One	One	—	One	One	MS(2> <14)	3	3-5	—	—	1



格納庫最新パーツリスト

1

MISSION 01 ^ MISSION 11

In early missions, the number of parts delivered at once are limited, but the number of reloads increases every 2-3 missions. Therefore, you need to consider the timing for replacing parts. timing for

WAP, which is added from Mission 04. **WS-!** added in Mission 04 to boost defense. When choosing a Body, opt for the HUSKY series, which offers high output and superior overall performance. HUSKY series.

HIP-55 Weapon ▶ Hand Grip

A machine gun with a high total attack power of 24. 12, it's a weapon you'll rely on until you obtain **LEOSOCIAL**. until you acquire LEOSOCIAL in Mission 12.



HUSKY IWfc.IV Body

Though its output falls short compared to the **VAJE** available around the same time, but offers high **HP** and defense, making it a practical choice for combat. Other parts are also recommended from the **HUSKY** series.

VAPOR Arm

Weapon ▶ Hand Grip

Type	Weapon Name	Attack Power	Total	Accuracy	Range	Release
> MG	SIEGE	5X2	10	78	1	8 Mission 02: Before
	GRAVE	4X3	12	76	1	10 Mission 04 Before
	RAPTOR	4X3	12	62	1	8 Mission 05 Before
	CEMETERY	4X5	20	74	1	10 Mission 06 Before
	PAP-55	4X6	24	74	1	10 Mission 09 Before
» RF	IGUCHI T5	1 X12	12	75	2-3	23 Mission 02 Before
	ZIEGER	1 X10	10	78	2-3	23 Mission 04 Before
	WINEE	1 X13	13	76	2-3	25 Mission 06 Before
	CONGRE	1 X20	20	76	2-3	27 Mission 08 Before
	GLOWTUSK	1 X21	21	76	2-3	21 Mission 09 Before
	IBIS	1 X23	23	76	2-3	29 Mission 11 Before
> GR	RIM-3	1 X13	13	58	1-4	16 Mission 06 Before
	IGUCHI T7	1 X24	24	58	1-4	18 Mission 09 Before
> KN	D-NAIL	1 X20	20	90	1	10 Mission 09 Before
> RD	F-1 TON FA	1 X13	13	85	1	5 Mission 04

Weapon ▶ Shoulder

Type	Weapon Name	Attack Power	Total Attack	Range	Ammo	販売開始時期		
MS	MGR-IB	2x12	24	74	3-5	2	20	Mission 06 Before
	BONE	2X14	28	76	3-5	3	24	
RK	GALVADOS	3X11	33	76	3-5	3	26	Mission 09 Before
SH	ws-n	(4)	—	—	—	—	6	Mission 04: Before
	WS-20	(9)	—	—	—	—	12	Mission 09: Before

Body

Part Name	I HP				
TENDUS	27	10	110	20	Mission 02: Before
ZOLA-3A	30	11	140	22	
ZENITH	33	11	130	24	
PABOTTE	36	11	120	26	
HUSKY Mk.II	39	13	140	26	Mission 04 Before
GALVO	42	13	130	28	
GIZEH	45	13	120	30	

Body

Part Name	I HP					Release
VAPOR	48	16	120	24	Nissin Front	06
TEMPEST	36	20	180	32		
VAJE	40	15	190	30	Mission 09 Before	
ZIGLE-6B	42	18	180	26		
GALVO SV	48	18	160	30		
HUSKY Mk.IV	51	20	165	30		
PABOTTE II	54	18	140	34		

Arm

	Part Name	I HP	Defense	Accuracy	Weight	I Built-in	Attack Power	Total	Attack Power	Accuracy	Correction
Arm	TENDUS	22	12	57	18	1X4	H	4	80	Nissin 02 Front	
	ZOLA-3A	22	15	62	16	1 X4	H	4	83		
	ZENITH	24	14	60	18	1 X5	H	5	82		
	PABOTTE	25	13	58	20	1 X5	«	5	81		
	HUSKY Mk. III	24	17	63	18	1 X5	H	5	83	Mission 04 Before	
	GALVO	25	16	62	20	1 X5	H	5	82		
	GIZEH	26	15	61	24	1 X6	H	6	81	Mission 06	
	TEMPEST	24	22	60	26	1 X6	H	6	84		
	VAJE	28	15	70	20	1 X5	H	5	80	Mission 09	
	ZIGLE-6B	30	24	66	24	1 X6	H	6	84		
	PABOTTE II	33	23	63	25	1 X7	B8	7	80		
	GALVO SV	36	22	64	26	1 x7	S	7	82		
MG	HUSKY Mk.N	39	24	65	26	1 x7	H	7	82	Mission 06 Before	
	VAPOR	30	16	70	23	4X3	Ko	12	72		

Legs

Type	Part Name	HP	I Defense	Output	Movement	Weight	I Release	Date
Normal	ZOLA-3A	24	14	○	14	18	Mission 02 Before	
	TENDUS	24	10	○	12	18		
	ZENITH	26	13	○	12	20		
	PABOTTE	27	12	○	12	22		
	HUSKY Mk.HI	30	16	○	14	20	Mission 04 Before	
	GALVO	32	15	○	14	22		
	GIZEH	34	14	○	12	24	Mission 06 Before	
	VAPOR	28	18	○	16	20		
	TEMPEST	36	20	○	12	30		
	ZIGLE-6B	30	22	○	16	24	Mission 09 Before	
	VAJE	32	15	○	16	22		
	GALVO SV	36	20	○	14	26		
Tank	HUSKY Mk.IV	39	20	○	16	26	Mission 09 Before	
	GAROLE	42	18	10	14	30		

Computer

Part Name			1101	Avoid	1	Comp	Start
AfIC	○	30	2	○	Mission 02 Before		
Zera	8	8	8	8			
PHEHC	14	7	9	2			
OHPA	14	8	10	8	Mission 06 Before		
Licorne	10	10	10	10			
Rayon	2	30	8	○	Mission 09 Before		
Meteor	6	36	16	16			
MAPT3A	22	10	10	22			
Sechvie	○	40	8	16			

Back Pack

Part Name	Item Range	Release
* Chipmunk	○ ! ○	Mission 09

MISSION 12 新型

An ally requests your cooperation in defending the port. The Storm Squad is chosen for the mission, but a large jet-black mobile weapon appears during the

Victory Condition: Evacuate transport vehicles from the area
transport vehicles destroyed and Storm aircraft shot down

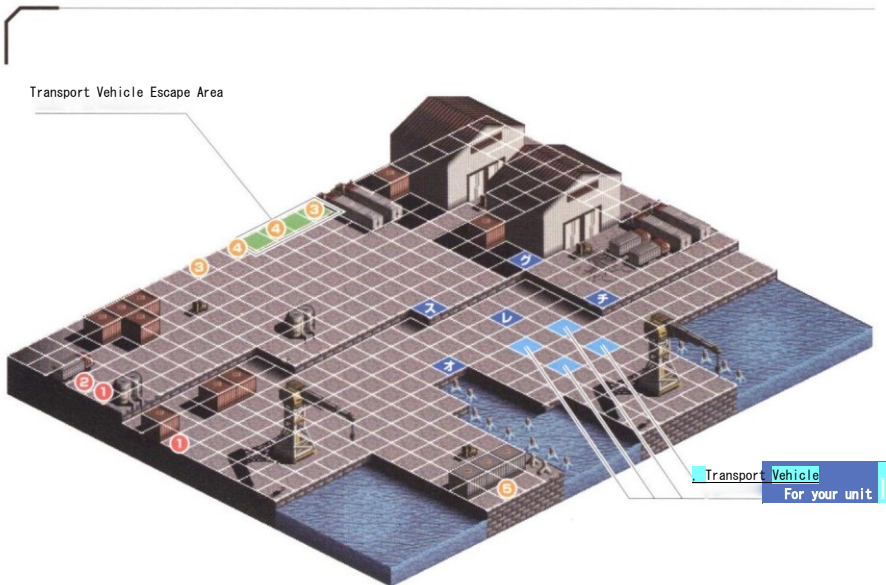
Defeat Condition: All

Enemy Unit Deployment Count

3 (4x1)

Clear Reward HS500

Maximum



Enemy reinforcements appear on turn 3. Enemy reinforcements appear on

OUTLINE OF STRATEGY

Key Points for Mission Execution

· Defeat occurs if all allied transport vehicles are destroyed

■ Enemy reinforcements appear on Turn 3

■ Vampires appear on turn 5

[Recommended Defense Attributes] Cold Resistance/Piercing Attribute | Fire Resistance/Heat Attribute

New parts have been added to the hangar, so stop by before



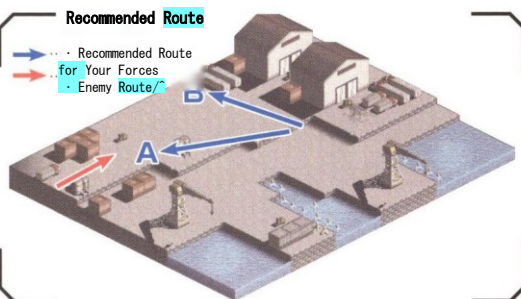
· All types of parts have been newly added.
Strengthen your units as much as your funds allow.

Tactics

基本戦略

The decisive moment is the 2 turns when the transport vehicle cannot

Divide into 3 units for Route A and 2 units for Route B. Head to the locations where the first enemy and enemy reinforcements appear.. Allied transport vehicles advance toward the evacuation area. vehicles advance toward the escape area. However, if enemy reinforcements appear on turn 3, they will cease movement until turn 5. During these two turns, shoot down enemy reinforcements ③ and ④.



12

Point

ポイント解説

Do not attack large mobile weapons.

The Chimera that appears on turn 5 attacks other enemy units as well. At this point, its attack power is exceptionally high making it extremely difficult to shoot it down here.. If the transport vehicle reaches the escape area, the mission is cleared, so it is wise not to engage the Chimera. Note that if you are on a second run or later (p.196) with fully upgraded equipment, in



Shin Myra's total HP will retreat will retreat. If you haven't acquired the Link Attack, defeating

Unit Data

Unit data

		HP		Gear-Shield		Pilot Ability							
Machine Name		Head	LArm	Left Arm Weapon		Left Shoulder Armament		Fight	Short	Long	Agility		
No	Attribute	Pilot Name		Right Arm Armament		Right Shoulder Armament		Skill					
Enemy Units													
1		7	48	36	Arm(1 X7)	99			9	12	9	10	
	Attacker	320	36	36	MG(4X7)	99		One	One				
2		7	42	30	Arm(1x6)	99	1-1	MS(2X21)	3	3-6	10	10	11
	Missileer	320	30	30	Arm(1 x6)	99	1-1	MS(2X21)	3	3-6		One	
敵増援ユニット													
3		7	42	30	Arm(1 X6)	99	1-1	MS(2X21)	3	3-6	10	10	11
	Missileer	320	30	30	Arm(1 x6)	99	1-1	MS(2X21)	3	3-6		-	
4		7	48	36	Arm(1x7)	99	1-1	One	One	One	9	12	9
	Attacker	320	36	36	MG(4x7)	99	1-1	One	-	One		One	
5		10	300	30	CN(1 X30)	99	1-4	MS(3X20)	5	3-6	9	13	13
	Chimera	437	One	One	One	One	-	MS(3X20)	5	3-6		One	

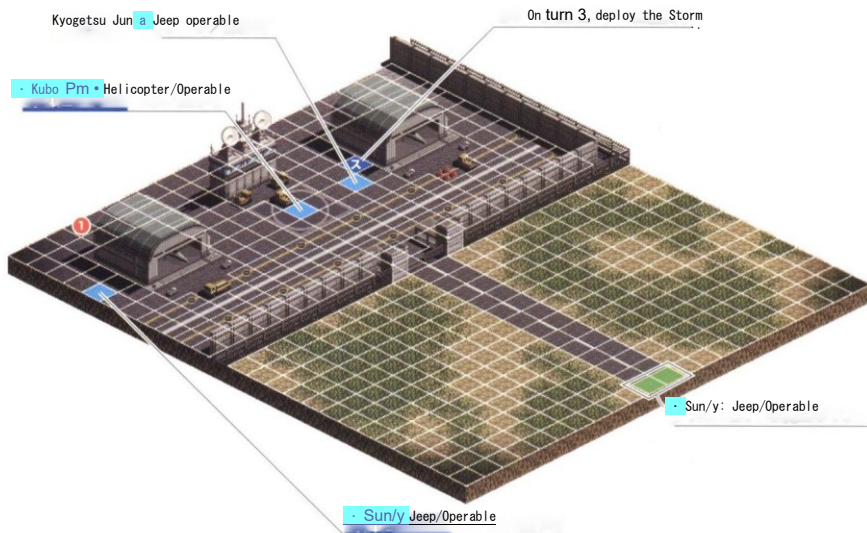
MISSION 13

Spy Xie

A spy lurking in the base has been discovered! The spy attempts to escape by detonating base facilities and seizing the WAP, and escape. Storm, the only

Victory Condition: Shoot down the Alchemist aircraft

Defeat Condition: Storm unit shot down / Alchemist escapes



OUTLINE OF STRATEGY

Key Points for Execution

- Use 2 friendly jeeps and 1 helicopter to delay enemy aircraft
- The Stomach Machine deploys on the 3rd turn
- Coin attribute: Defense/Resistance/Penetration

Only one friendly WAP is deployable: the one carrying Su-3. Friendly units appear, and only one enemy unit is present, so there is no issue with combat strength, but carry healing items just in case. Also, the enemy unit has shock resistance, so switch to a piercing or fire heat attribute weapons.



After speaking with the Alchemist at the Mercenary Headquarters, the hangar becomes

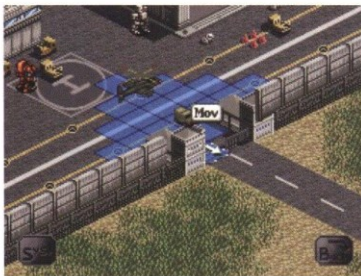
Tactics

基本戦略

Block the gate to stall the enemy

The Stomach Machine appears as an ally reinforcement on turn 3, as reinforcements. The Alchemist at ① will move toward the escape point, so use three friendly units to block its path until the Su-1 until the **Stomach** Machine appears. to the escape point requires passing through only one gate. to reach the escape point, so block the gate with friendly units should block it to prevent escape. If friendly units are shot down will incur repair costs, so so keep attacks on the Alchemist limited to friendly helicopters' and avoid having your HP reduced by counterattacks. to avoid taking **damage** in return.

The Alchemist's initial spawn point is far from the base and will



The passage is one tile wide. block the path. can block the passage. Just to be safe, have all three units in front of the

When the **Stomach** Machine reaches the gate, have friendly units to move behind and block the gate. This is a one-on-one battle with



Mission: Spy Arrest

Point

ポイント解説

Keep the enemy pinned at the base and fight with close-range attacks

All friendly units except the Stomach Machine have low HP in their main body and are easily shot down. When the Storm Unit appears, first block the path with friendly units and I-△機. If the Storm acquires Duel equip the machine gun and and prioritize destroying the right arm This allows you to fight without taking heavy damage..



←道を塞ぐため、おのずと接近して戦うことになる。ストーム機の武器と属性防御を、しっかり合わせておこう。

Unit Day - Evening

		HP		Weapon-Shield				Pilot Ability				
Machine Name		L.Arm		Left Arm Weapon		Left Shoulder Armament		Fight (Short Long Agility)				
Pilot Name		R Legs		Right Arm Weapon		Right Shoulder Armament		Skill				
Enemy Unit		[Rower]										
	GALVO SV	13	48	36	Arm (1x7)	11	99	1-1	One	One	One	12 12 12
	Alchemist	320	36	36	MG(4X7)		99	1-1	-	One	One	One

MISSION 14

Crash Site Investigation

Intelligence indicates an enemy supply helicopter crashed in the mountainous region. Team Thorm is on an emergency sortie. Beat the enemy to the scene and

Victory Condition: Shoot down all

Defeat Condition: Storm

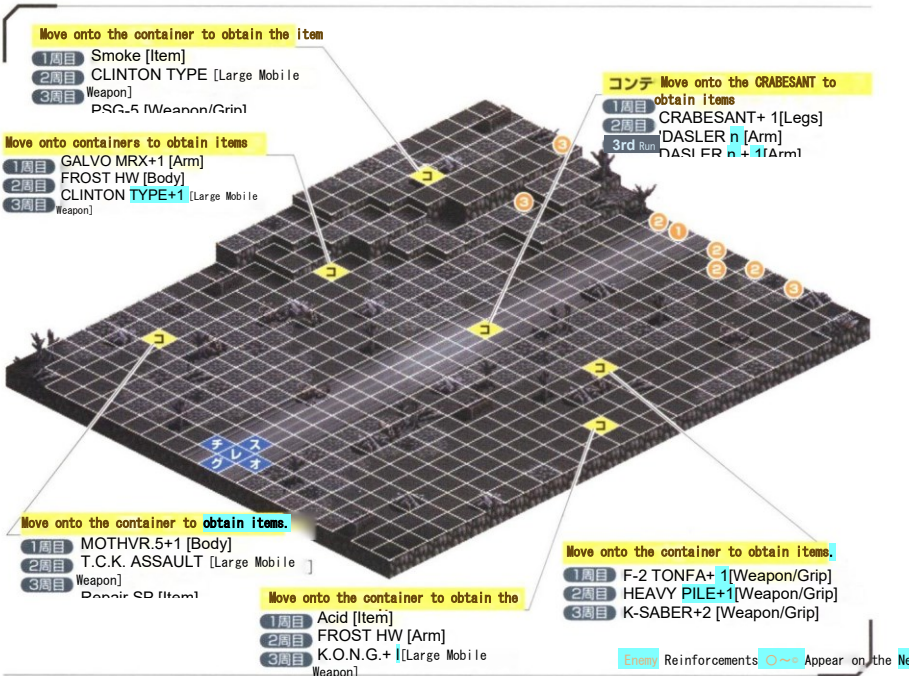
Enemy Unit Deployment Count

Clear Reward

H\$2000

Maximum Destruction Bonus

N\$29



OUTLINE OF STRATEGY

Key Points for Mission Execution

- Recover the container holding enemy supplies
- Enemies appear on the 3rd turn
- The contents of containers seized by the

Recommended

Piercing Resistance

Since enemies will also target containers, Set up the legs with parts prioritizing movement speed. Also, since solo recovery missions will be frequent, make sure everyone carries recovery items.



Recovering T-Containers is not a mission clear condition, but aim to collect them all to obtain

Tactics

基本戦略

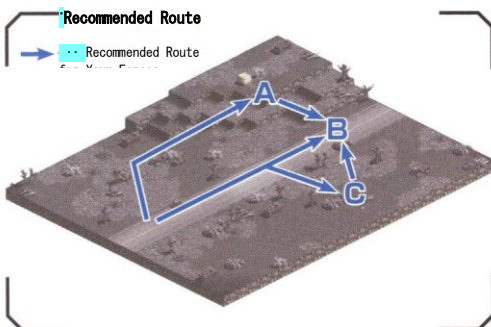
Divide your forces into three groups to recover the containers

Containers are scattered throughout the map. Therefore Split your forces: 2 units head to Point A, 1 unit proceeds straight down the central road to Point B, and three units heading to Point C. Move them while collecting containers. while moving. Enemy

. In combat with the enemy forces,, prioritize shooting down the enemy unit equipped with long-range weapons first. and then reduce the HP of units 4 and 5 with ranged attacks and then take them out one by one. This will minimize your own casualties..

ion 14:

Crash Site Investigation



t • If you can recover all containers before engaging enemy WAPs you can focus on combat.

Point

ポイント解説

Only three enemies target the container

Enemy units heading for the container are 3 out of 4. 3 out of 4. After spawning, prioritize targeting the to the three containers at points A and C. Send your own units to these three containers as the top priority.. Also, enemy units have high movement speed and will quickly approach your unit at Point C. will quickly approach your unit at Point C. may accidentally end up adjacent to a



Advancing straight down the central passageway or one of them to the container at Point C at Point C.

Unit Data

Machine Name	Level	LArm	Left Arm Weaponry	SW Armed	Fight	Short	Long	Agility
Pilot Name	R.Arm	Leas	Right Arm Weapon	Right Shoulder Armament	Skill			
敵増援ユニット								
GALVO SV	8	48	36	Arm (1X7)	H	99	1-1	—
Commander	320	36	36	RF (1X24)	Co	99	2-3	—
GALVO SV	8	48	36	Arm (1x7)	H	99	1-1	—
Attacker	320	36	36	MG (4x7)	Co	99	1-1	One
Scout Hel	10	70	One	MG (4x3)	Co	99	1-1	RK (3X11)
Helicopter	450	One	One	One	One	One	One	RK (3X11)

MISSION 15

Intrusion

It is said that the enemy's defeated remnants have gathered in the dense forest area. Suddenly, a swarm of pitch-black **WAPs** invades the battlefield.

Victory Condition: Shoot down all

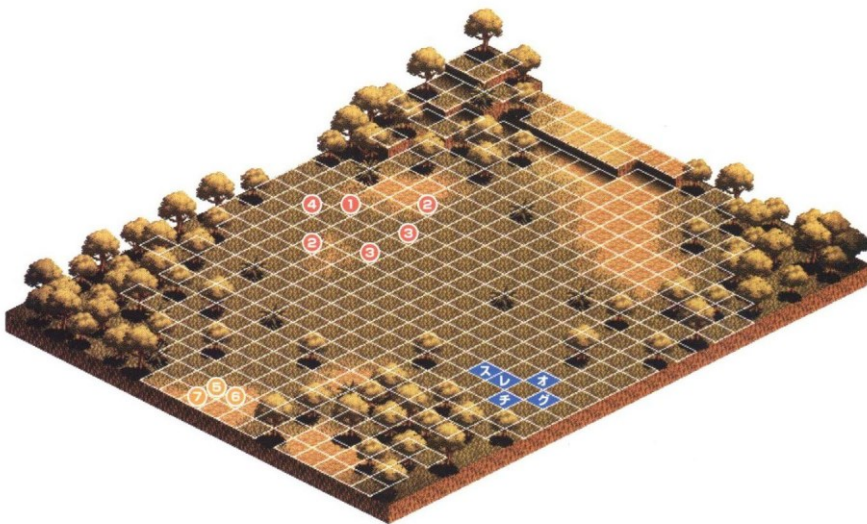
Defeat Condition: S-M Unit shot down

Enemy Unit Deployment Count
6/3)

Clear
Reward

H\$1300
Bonus

Maximum Destruction N\$2831



※ All enemy units initially present **will** trigger enemy reinforcements. **will** appear

OUTLINE OF STRATEGY

Key Points for Execution

- Eliminating all initial enemies triggers enemy reinforcements • Enemy reinforcements will appear once the total HP of any single unit falls below 30%

- All enemy units will retreat

[Recommended **Defense Attributes**] H: Impact Resistance /

C: Penetration Resistance

Countering enemy reinforcements' Numbers is problematic



装備中の属性 耐炎熱属性
炎熱攻撃に有効な装甲。

1. For countering Wizards and Chimeras, set your ranged attack main WAP units should be set up with

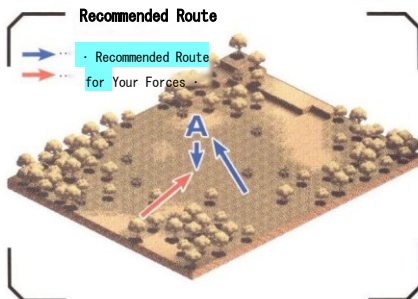
Tactics

基本戦略

Always restore HP before fighting Numbers.

The first enemy forces won't move unless you get within 6 squares of them. Save your missiles and other ranged weapons for enemy reinforcements, while moving toward Point A. When enemy reinforcements appear, first heal your units. The Numbers' attack power is extremely high. Even if your HP is around half, Numbers 5 and 2 are equipped with long-range weapons, so avoid getting too close to them and intercept near Point A while checking their range and aim to finish the fight as early as possible.

Recommended Route



15:

Point

ポイント解説

If you're targeting a single Numbers unit

If your goal is to force retreat rather than shoot down, Berserker, whose weapon range is 1 and who approaches allied units alone. First reduce its HP with ranged attacks, then use melee attacks to reduce its total HP below 30% in one go. If an ally has the Duel or If an ally has the Guide ability, concentrate fire on destroying one arm to prevent them from activating



If aiming for a half-down, only the torso has parts is recommended. is recommended. Let's take it down in one

Unit Data

Unit Data		HP				Weapon/Shield		Pilot Ability	
	Machine Name	Body	LArm	Left Arm Armament	Left Shoulder Armament	Fight	Short	Long	Agility
No.	Attribute	Pilot Name	Right Arm	Right Arm Armament	Right Shoulder Armament				Skill

Enemy Unit

1	Command Car	8	50	One	MG (4x3)	Go	99	1-1	One	One	—	10	13	10	10
	Commander	312	One	One	One	One	One	One	One	One	—	—	—	—	—
2	Armored Car	8	50	One	MG (4x3)	Go	99	1-1	One	One	—	10	13	10	10
	Attacker	312	One	One	One	One	One	—	—	—	—	—	—	One	—
3	M.B.T.	8	80	One	CN (1 X24)	SS	99	1-4	One	One	—	10	13	10	10
	Attacker	475	One	One	One	One	One	One	One	One	—	—	—	One	—
4	ZIGLE-6B	9	42	30	Arm (1 X6)	H	99	1-1	MS (2X21)	F	5	3-6	10	10	11
	Missileer	320	30	30	Arm (1 X6)	H	99	1-1	MS (2X21)	F	5	3-6	—	—	—

Enemy Reinforcement Unit

5	X-01	10	75	55	RD (1 X34)	H	99	1-1	One	One	One	13	10	10	10
	Berserker	625	55	60	RD (1x34)	H	99	1-1	One	One	One	Double Lv1	—	—	—
6	X-07	10	75	55	RF (1 X36)	Go	99	2-4	1	One	One	10	12	13	10
	Wizard	625	55	60	Arm (1 X25)	H	99	1-1	One	One	One	Guide Lv1	—	—	—
7	X-09	10	300	One	CN (1 X30)	3F	99	1-4	MS (3X20)	F	5	3-6	9	13	13
	Chimera	625	—	—	One	One	One	One	MS (3X20)	F	5	3-6	Guide Lv1	—	—

MISSION 16

砂漠の奇襲作戦

Intelligence indicates unidentified **black** WAPs are resupplying in the desert region. Launch a surprise attack on the enemy while they are vulnerable during

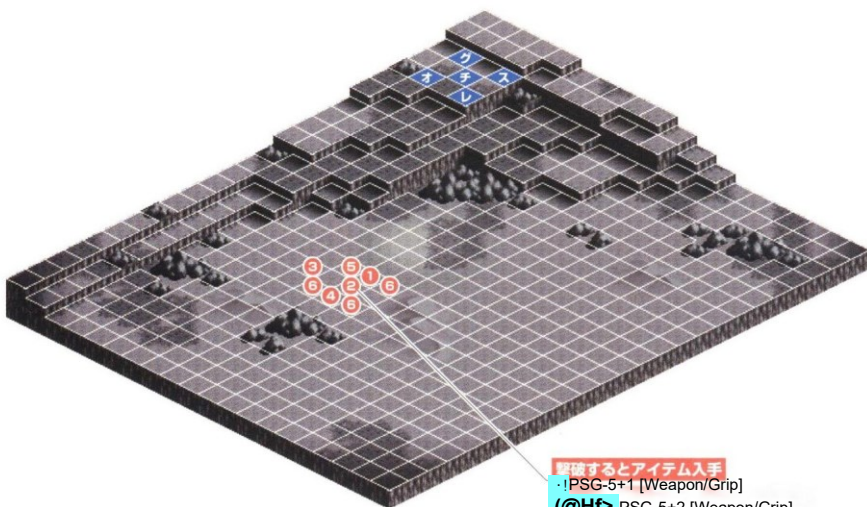
Victory Conditions
Shoot down the Wizard aircraft
Enemy Unit Deployment Count

Defeat Condition: Storm aircraft shot down

Clear Reward

N\$3000

Maximum Destruction Bonus



突破するとアイテム入手

1 PSG-5+1 [Weapon/Grip]

(@Hf> PSG-5+2 [Weapon/Grip]

3周目 WINEE PLUS+2 [Weapon/Grip]

OUTLINE OF STRATEGY

Key Points for Mission Success

- Numbers other than Wizards will retreat when their total HP falls below 50%.
- Enemy **WAP** HP gradually recovers each turn. Defeating Recommended Defense Attribute

Unify your army's WAP with impact resistance to counter Berserkers and Golems. Unify your team's WAP with impact resistance, as much as possible. Carry healing items and **Flash** should be available for use in emergencies.



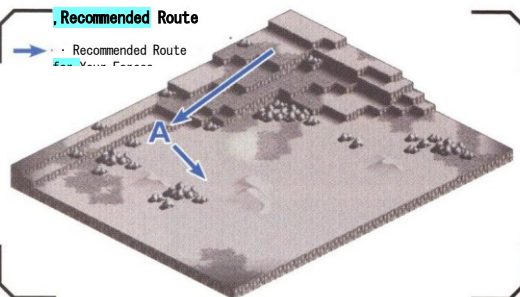
- Use **Flash** multiple times against the **T-Numbers** unit to prevent counterattacks.

Tactics

基本戦略

Take out the Numbers all at once

First, move to Point A while intercepting approaching Numbers one by one, and intercept them one by one. When attacking, use **Flash** to minimize and utilize Duel and Guide to concentrate fire on the torso to aim for an early conclusion. Also, Myra will retreat once enemies marked 8 and 9 are eliminated. If your own units are depleted during battles with other Numbers, If your units are



in 16

Point

ポイント解説

Strategies to Prevent Wizard Escape

The target Wither in the victory condition. When the target's **HP decreases**, it will attempt to recover by moving adjacent to a supply truck. to recover. powerful ranged attacks near the supply vehicle. If it escapes, it becomes difficult to approach. Therefore, when attacking the Wizard, aim for its torso and take it down in **ONE** turn or immobilize it with **Flash** before launch a



When shooting down a Chimera When shooting down the Chimera, out of the Chimera's attack range and close in

Unit Data

Pilot Ability													
Machine Name	Body	LArm	Weapon/Shield		Left Shoulder Armanent		Fight Short Long Agility						
Pilot Name	Rear		Right Arm Weapon		Right Shoulder Armanent		Skill						
Enemy Unit													
	X-01	12	75	55	RD (1X34) H	99	1-1	—	—	—	16	10 10 11	
	Berserker	625	55	60	RD (1X34) H	99	1-1	—	—	—	Double Lv1		
	X-07	11	75	55	RF (1X36) G	99	2-4	—	—	—	10	12 15 10	
	Wizard	625	55	60	Arm (1X25) H	99	1-1	—	—	—	Guide Lv1		
	X-05	10	75	55	KN (1X40) H	99	1-1	—	—	—	15	9 10 11	
	Golem	625	55	60	KN (1X40) H	99	1-1	—	—	—	Stun Lv1		
	X-09	12	300	—	CN (1X30) ZF	99	1-4	MS (3X20) F	5	3-6	10 14 14	9	
	Chimera	437	—	—	—	One	—	MS (3X20) F	5	3-6	Guide Lv1		
	Command Car	10	50	—	MG (4x7) G	99	1-1	1	—	One	One	10	14 10 11
	Commander	312	1	—	—	—	One	One	—	—	—		
	Supply Car	10	50	—	One	—	One	—	One	One	10	14 10 11	
	Soldier	312	—	—	One	One	One	One	One	One	One		

MISSION 17

Mercenary

The true nature of the mysterious black WAPs remains shrouded in mystery. While Falc0n and St0rm were discussing countermeasures when the mercenary base

Victory Condition: Shoot down all enemies

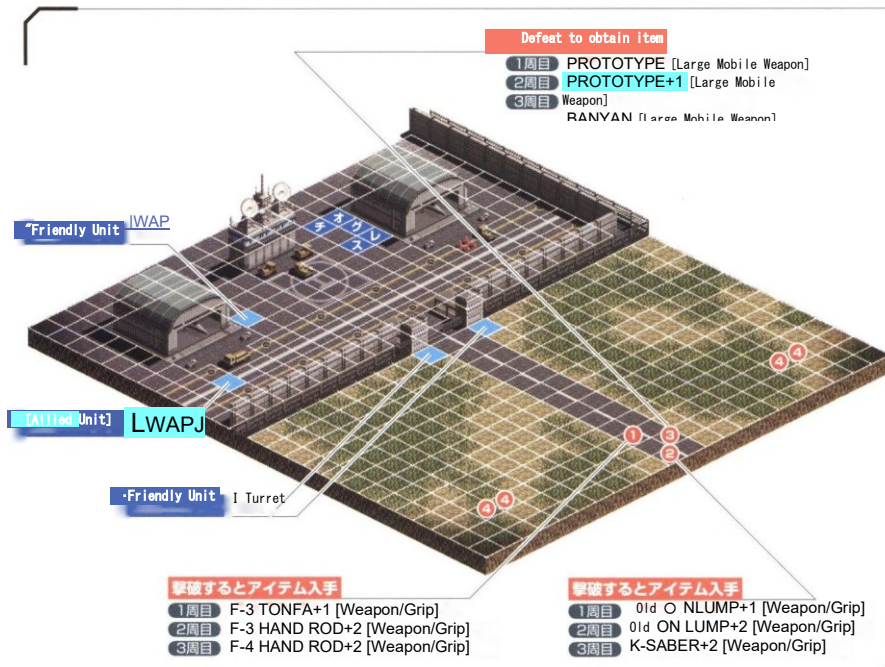
Defeat Condition: Storm aircraft destroyed

Enemy Unit Deployment Count

7

Clear Reward

H\$800



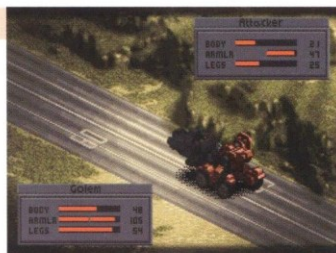
OUTLINE OF STRATEGY

Key Points for Operation Execution

Repair costs are incurred when friendly units are shot down. Numbers units will remain stationary at the location after being shot down and will not engage in combat.

Numbers will stop in that location without engaging in combat after being shot down.

[Recommended Defense Attributes] H Shock Resistance



1. You cannot command allied units. Since there are Numbers enemies, making it quite difficult to

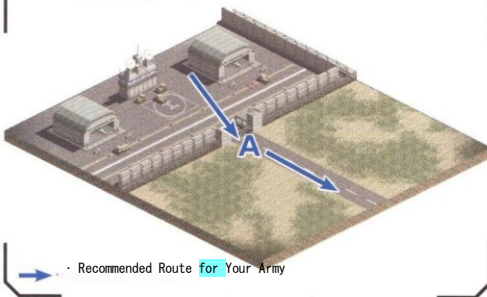
Tactics

基本戦略

Make friendly units your nation

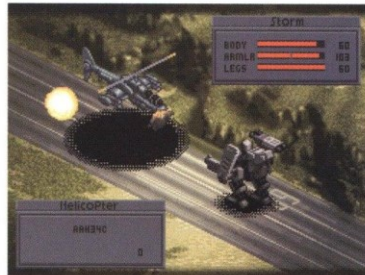
Friendly units advance toward enemy forces starting from turn 1 and engage the enemy near Point A. Allied units move immediately behind them. Allied units attack enemy units and deal damage so engage in ranged attacks against enemy units in order of their reduced **HP** to eliminate them one by one.

推奨進行ルート



Recommended Route for Your Army

Numbers other than the **0** Golem: **1** Berserker within 4 spaces, **0** Chimera within 6 spaces. The Chimera must be within 6 squares. Rather than attacking all three simultaneously, First, shoot down the Golem at Point A. After that, approach in the order Berserker, then Chimera, and engage in combat with one unit at a



1. To prolong your ally unit's combat effectiveness, to reduce enemy numbers early.

Point

ポイント解説

Place your own units with impact resistance at the front.

The Numbers' Golem and Berserker units are equipped with only melee weapons, equipped only with melee weapons. Use ranged attacks to and then position allied units with shock resistance adjacent to them to adjacent spaces and take them down in one go. If you remember the Duelist If you've learned Duel or Guide's skill. Berserker's arm first to make the fight



The Chimera wields powerful ranged weapons. Chimera wields a powerful ranged weapon. Use

Unit Data

No.	Machine Name	HP		Weapon-Shield				Performance		
				L Arm	Left Arm Armament	Left Shoulder Armament		Fight	Short	Long
Attribute	Pilot Name	R Arm	L Arm	Right Arm Armament	Right Shoulder Armament			Skill		
Enemy Unit										
1	X-01	12	75	55	RD (1 X34)	H	99	1-1	One	One
	Berserker	625	53	60	RD (1 X34)		99	1-1	—	One
2	X-05	10	75	55	KN (1 X40)		99	1-1	One	One
	Golem	625	55	60	KN (1 X40)		99	1-1	—	One
3	X-09	13	300	One	CN (1 X30)		99	1-4	MS (3X20)	5
	Chimera	473	One	One	—	One	MS (3X20)	5	3-6	10
4	AAH34a	10	150	One	MG (4x6)	C6	99	1-1	MS (3X14)	3
	Helicopter	575	—	One	One	One	MS (3X14)	3	3-5	10

MISSION 18

Repair

The battle against the **Black WAP** forces has reached a conclusion, albeit leaving many mysteries unresolved. However, a massive enemy force targets the

Victory Condition: **Defend the base for 10 turns**

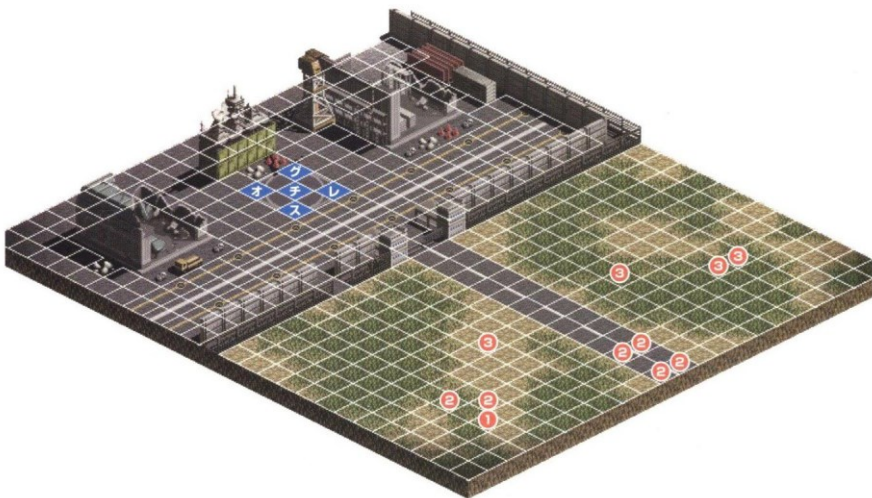
Defeat Condition: **5-W Unit shot down**

Enemy Unit Deployment Count **11**

Clear Reward

H\$800

Maximum Destruction Bonus



OUTLINE OF STRATEGY

Key Points for Mission Execution

■ Base defense succeeds if no units are shot down within **10 turns** • Enemy forces include large mobile weapons

■ There are **two** entry points to the base

Recommended Defense Attributes: Penetration Resistance / Heat Resistance

All enemy units advance from the **first** turn. You must face



Rain:
Enemy Forces

t!○ Mission clears at the end of the turn. To aim for the bonus, you need to attack

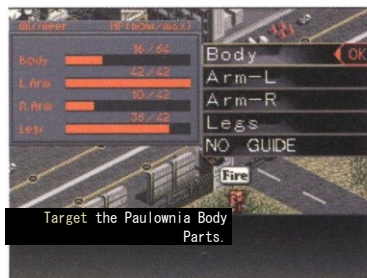
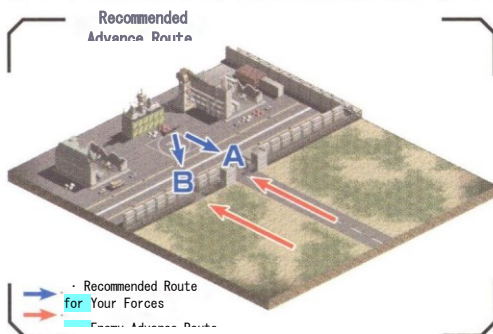
Tactics

基本戦略

Block the access route to the base

The map is divided by the mercenary base's wall, with only two accessible points: only two points: Point A and Point B. The enemy forces will attempt to enter the base from these attempt to enter the base from these two points, so use your units must

and prevents your units from being surrounded. This allows you to pick off approaching enemy units one by one. Note that the enemy units marked with a red circle are equipped with ranged weapons, so use your units blocking the wall and use Chaff to avoid missiles fired by enemy units



■ To eliminate all enemies, concentrate fire on the enemy WAP's torso using Duel or to shoot it down with

18:

Point

ポイント解説

Take down large mobile suits early.

The large mobile weapon in ① is not as strong as the Vampire Chimera. However, all its weapons are ranged weapons, it repeatedly attacks from positions where friendly units cannot retaliate, from positions where your units cannot retaliate. Its torso HP is 200, which is not particularly high for a large mobile suit, so have ① move your units within range of your ranged attacks,



① If the large mobile weapon approaches, Have the closest friendly unit with

Unit Data

Machine Name	HP	Body	L Arm	Weapon/Shield		Pilot Ability	
				Left Arm Weapon	Left Shoulder Armament	Fight	Short Long Ability
Attribute	Pilot Name	Body	Legs	Right Arm Weapon	Right Shoulder Armament	Skill	
Enemy Unit							
①	OSV-T	11	200	BZ (1 X32)	SB	99	1-4
	Commander	375	One	BZ (1 X32)	HF	99	1-4
②	GENEM	11	66	54	MG (4x6)	Go	99
	Attacker	400	54	54	SG (6x4)	H	99
③	GROPPE	11	54	42	Arm (1 X9)	H	99
	Missile	400	42	42	Arm (1 X9)	H	99



Kushiyoku Latest

2

MISSION 12 ~ MISSION 18

In Mission 12, the shotgun appears as a weapon and many new Body and Leg parts become available. Mission 18 adds a large number of new parts, making it a good time to reconfigure your entire WAP setup. The added shotgun excels at close-range combat.

GALE SG Weapon ▶ Hand Grip

With high overall attack power and impact attributes, this shotgun excels as a primary weapon. It boasts high accuracy and is ideal for equipping on close-range WAPs.



F-3 HAND ROD Weapon ▶ Hand Grip

Until powerful melee weapons like the F-4 HAND ROD appear in Mission 24, until Mission 24, when powerful melee weapons like the F-4 HAND ROD appear. The primary weapon for melee-type WAPs.



Mostro-24 Weapon ▶ Hand Grip

Weapon ▶ Hand Grip

Equip on Ip's WAP. For shoulder weapons, I want to equip one each of SUNOWL and EGRET. I want to equip one of each. For non-weapon parts, at the point of Mission 18, the best choice is the most varied HP and output, the ZEA RAID series will let you

WINIEE rLUSWe Knock on > Hand Grip

A rare rifle with a two-round burst and multiple parts of enemy WAPs.



CRABESANTII Legs

Rare tire-type LegSo concrete and urban areas, demonstrating high mobility.



ZEARAID^ody^

Among the Bodies available up to Mission 18. It offers the most balanced capabilities. Its high HP and output are particularly appealing.



Type	Weapon Name	Attack	Power	I Total	Hit	Range	Weight	Release	Date
> MG	LEOSOCIAL	4X7	Co	28	74	1	14	Before	Mission 12
	MOSTRO-24	5X5	3	25	74	1	16	Before	Mission 18
	DARK HOG	4X7	3	28	74	1	16		
	GRAVES	4X8	Ke	32	74	1	18		
SG	CATSRAY	6X4	H	24	82	1	28	Before	Mission 12
	GALE	6X5	H	30	84	1	30	Mission 18	
> RF	EMPIRE	1 X24	6	24	76	2-3	33	Before	Mission 12
	IGUCHI T502	1 X28	6	28	82	2-3	35	Before	Mission 18
	HEXAFIRE	1 X34	6	34	84	2-3	41		
	WINEE PLUS	2X18	Ke	36	80	2-3	37		
> FT	NAIL F Old E	1 X20	7	20	78	1	20	Before	Mission 12
BZ	SMASHER	1 X24	BF	24	59	1-4	24	Before	Mission 12
	NAUTZ	1 X27	HF	27	60	1-4	28		
> PB	HEAVY PILE	1 X30	Co	30	80	1	10	Before	Mission 18
> RD	F-2 TON FA	1 X26	H	26	80	1	10	Mission 12	
	F-3 HAND ROD	1 X34	H	34	80	1	10	Mission 18	

Weapon ▶ Shoulder

Weapon Name		Attack		Power		Hit	Range	Ammo	Weight	Release	Date
▶ MS	SUN OWL	3X14	77	42	76	3-5	3	32	Before Mission 12		
	EGRET	2X21	77	42	76	3-6	3	32			
	GOLDIAS	2X28	77	56	78	3-6	2	30			
▶ SH	WS-14	(12)	—	—	—	—	—	18	Before Mission 18		

Body

Part Name	HP	Defense	Output	Weight	
ZIGLE-11A	48	22	200	30	Mission 12
GALVO MRX	54	22	180	34	
GROPPE	54	24	220	32	
GEIN	60	22	170	38	
CRABESANT	60	24	200	36	
GENEM	66	24	180	40	
MOTH VR.5	66	26	220	40	

Body

Part Name	HP	Defense			
ORCUS	60	28	240	45	Mission 18
CRABESANT Lo	66	30	240	40	
BIZANT	72	30	260	44	
STORK	72	28	220	50	
AVENIR	84	28	200	55	
ZEARAID	84	32	220	40	
ZELI	90	25	240	55	
FROST	108	32	200	60	

Arm

Type	Part Name	HP	Defense	Output	Built-in Attack	Total Attack	Power	Hit Rate	Release	
Arm	ZIGLE-11A			70	24	1 X7	H	7	80	Mission 12
	GALVO MRX	42	24	68	28	1 X8	B	8	82	
	GROPPE	42	28	72	28	1 X9	H	9	82	
	GEIN	48	22	66	32	1 X10	H	10	80	
	CRABESANT	48	26	70	30	1 X9	H	9	82	
	GENEM	54	24	68	32	1 X10	te	10	82	
	MOTH VR.5	54	28	70	31	1 X11	H	11	82	Mission 18
	ORCUS	36	34	74	28	1 X12	H	12	82	
	CRABESANT Lo	42	30	70	30	1 X12	H	12	80	
	STORK	42	30	72	30	1 X13	H	13	82	
	AVENIR	48	28	70	32	1 X14	fl	14	80	
	ZEARAID	48	36	74	28	1 X13	H	13	80	
	FROST	60	32	72	34	1 X15	H	15	80	
	ZELT	63	29	70	31	1 X10	fl	10	82	
BZ	HORNET	50	30	70	36	1 X25	HF	25	70	Mission 12
CN	BIZANT	48	30	74	36	4X7		28	74	Mission 18

Legs

Type	Part Name	HP	Defense	Output	Movement	Power	Release Date
Normal	ZIGLE-11A	36	28	○	16	30	Before Mission 12
	GALVO MRX	42	24	○	16	34	
	GROPPE	42	32	○	18	34	
	GEIN	48	20	○	14	38	
	CRABESANT	48	28	○	16	38	
	GENEM	54	24	○	16	42	
	MOTH VR.5	60	32	○	16	40	Before Mission 18
	ORCUS	54	34	○	18	38	
	STORK	60	32	○	16	32	
	ZEARAID	60	40	○	18	36	
	AVENIR	66	30	○	14	40	
	FROST	72	36	○	14	45	
	ZELT	72	32	○	12	42	
•Tank	OURS	62	35	10	16	42	Before Mission 12
	rBIZANT	54	30	10	16	34	Mission 18
•Tire	CRABESANT Lo	60	28	15	14	32	Before Mission 18

Computer

Part Name	HP	Defense	Output	Avoidance	Sales
Calor	20	20	20	20	Before Mission 12
Crier	28	28	28	28	
Esxaton	34	34	34	34	Before Mission 18
Gigas	30	38	38	30	
AnTkinHA	38	30	30	38	
Argento	38	40	42	40	
Ruido	44	38	38	40	

Back Pack

Part Name	Item Range	Output	Weight	Release
Race Horse	1	○	30 10	Before Mission 18



MISSION 19

Weapon Test 1

A brief respite for the crew. Meanwhile, Storm, stationed alone at the base, a request arrives asking him to participate in a new weapon trial.

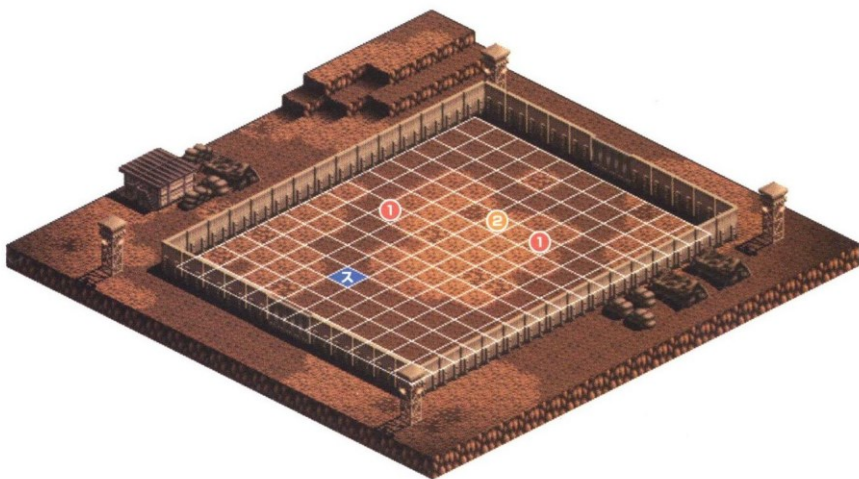
Victory Condition: Shoot down all enemies

Defeat Condition: Storm's craft is destroyed

Enemy Unit Deployment Count

2(1) Clear Reward: H\$800

1000000



*If all enemy units initially deployed will trigger enemy reinforcements

OUTLINE OF STRATEGY

Key Points for Execution

- Trial participants have only one Stomach Machine
- All enemy unit weapons are close-range weapons
- Eliminating all initial enemy units triggers enemy reinforcements

1 ms attribute 1 = Penetration Resistance attribute

Although your forces consist solely of Storm Units, the enemy numbers are also low so the mission difficulty is low. Enemy units primarily attack with melee weapons that have the



1. All enemy units that appear possess Shock Resistance. Equip a machine gun with the

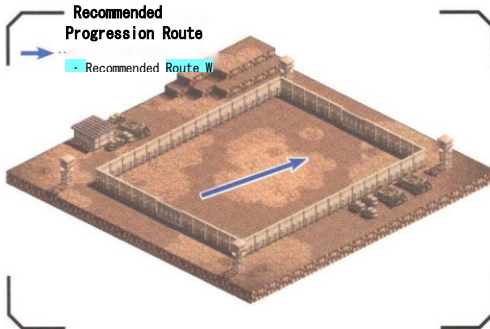
Tactics

基本戦略

Attack before the enemy does

The first enemy units to appear are two ❶ units. When these two are destroyed, one 0 unit ❷ appears as reinforcement. Other than the enhanced weapon on its right arm, there is no significant difference in performance between ❶ and ❷, so need

Once the trial begins, attack the closest enemy unit with ranged weapons. During the enemy phase, enemy units will attack at close range, but since they use melee weapons, weapons, allowing the Stomach Unit to strike first. Respond to other enemy units in the



1. If your torso takes damage, heal yourself with an item before attacking the next enemy to recover with

1111111111 New Weapon Test 1

Point

ポイント解説

Attack aggressively to finish quickly.

The attack methods of enemy units that appear are: primarily involve high-damage close-range weapons. Weapon equipped on its right arm. If Stom is equipped with Duel or Guide., destroy the right arm first.. The left arm's attack power is less than half that of the right arm. counterattack from the torso, you'll only take minimal damage



The enemy unit's left arm is impact-attributed, but the TOMM machines are resistant to piercing damage, its low attack

Unit Data

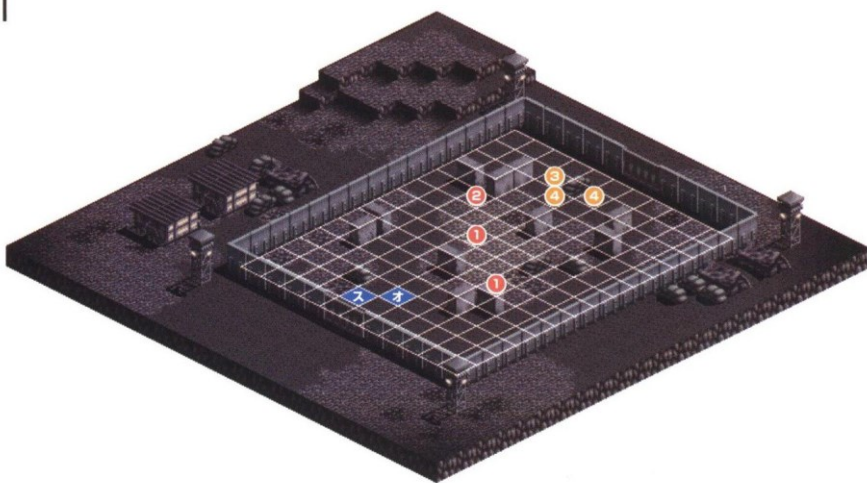
Machine Name Pilot		HP		Weapon/Shield		Pilot Ability	
NoAttribute	Name	HP	MP	Left Arm Weapon	Right Arm Weapon	Fight Short Long Agility	Skill
Enemy Unit							
❶	MOTH	11	66	54	Arm(1 X11)	99 1-1	One One 15 9 10 11
❷	Remote	430	54	60	PB (1 X31)	99 1-1	One One One
Enemy Reinforcement Unit							
❶	MOTH	11	66	54	Arm(1XB)	99 1-1	One One 15 9 10 11
❷	Remote	430	54	60	PB (1 X32)	99 1-1	One One One



Odd Eye, bored during his leave, returns to base. At the same time,, a new weapon test proposal arrives. Both of you are to participate in the trial.

Enemy Unit Deployment Count: -3 (3) Clear Reward: \$800

Maximum Destruction Bonus
H\$2580



1周目 C0A3PA [Computer]
2周目 TMPAH+1 [Body]
3周目 KOPOnfl+1 [Body]

Obtained only if cleared within 5 turns

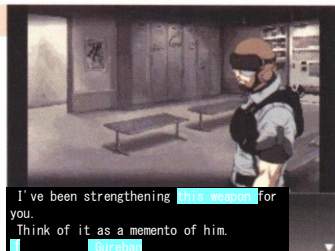
※When all enemy units appearing initially will trigger enemy reinforcements②, ③ will appear

Key Points for Execution

• Your forces consist of two units: the Stomach Unit and the Odd Eye Unit ■ Clear within 5 turns to obtain reward parts

Recommended Attributes Defense H Shock Resistance / F Heat Resistance

Talk to Thresh at the Mercenary Office before the mission to receive a weapon. This weapon has higher attack power than other currently obtainable weapons, so you should equip it if possible. Also, many enemies appear that possess shock and fire



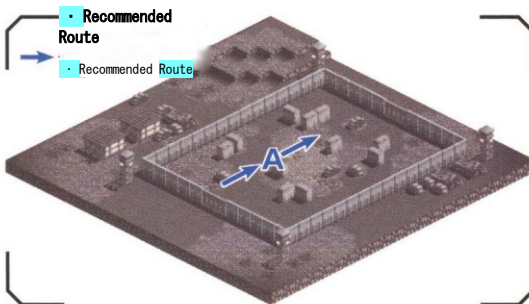
■ • The weapon you receive from Thresh depends on your choices during the conversation in

Tactics

基本戦略

Main combat will be conducted using

The first enemy units are equipped only with close-range weapons equipped with close-range weapons ①, ②. Eliminate all three will trigger enemy reinforcements: three units Weapons. First, damage them with the Odai unit's long-range attacks. Then move the **Stom** unit to Point A to attack. When eliminating the initial enemy forces, ensure the **Stom** machine doesn't get suddenly surrounded by enemy



Point

ポイント解説

Including counterattacks, take them down swiftly.

To wipe out the enemy in 5 turns, military phase. Furthermore, if you have a Odd Eye has acquired the Guide skill equipped with the Guide skill, equipped with a shield, while enemy reinforcements destroy the right arm equipped with ranged weapons first.. This leaves the enemy with only melee combat, allowing you to efficiently deal damage damage with counterattacks.



When attacking enemy reinforcements Use **Chaff** before attacking. Use healing items to minimize the hassle as much as possible.

Unit Data

Machine Name	Body	Arm	Left Arm Weapon	Left Shoulder Armament	Fight	Short	Long	Ability
Pilot Name	Unit	Legs	Right Arm Weapon	Right Shoulder Armament	Skill			
Enemy Unit								
①	MOTH	11	66	54	Arm(1 X11)E	99	1-1	SH(9)
	Remote	430	54	60	MG(4X8)50	99	1-1	One
②	MOTH	11	66	54	Arm(1 X11)E	99	1-1	SH(9)
	Remote	430	54	60	RD(1 X37)E	99	1-1	One
Reinforcement Units								
③	MOTH	12	66	54	Arm(1 X11)	H	99	1-1
	Remote	430	54	60	Arm(1 X11)	MS(3X14)	3	10 15
④	MOTH	12	66	54	Arm(1 X11)	H	99	1-1
	Remote	430	54	60	Arm(1 X11)	MS(2X28)	2	10 15



MISSION 21

Through the

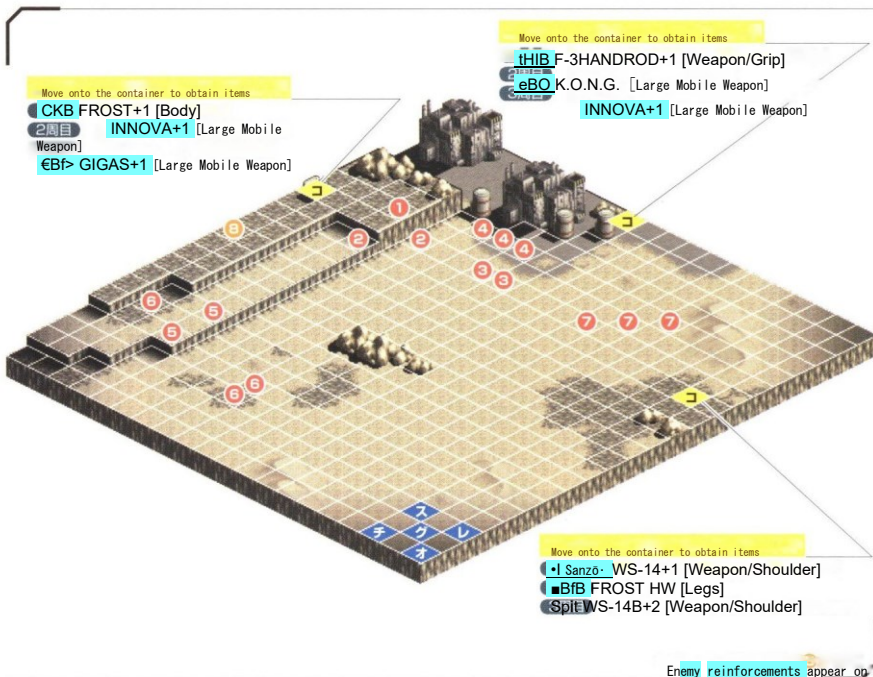
A series of attacks on transport planes carrying supplies has occurred. The enemy's base has been identified as the abandoned factory ruins in the desert.

Victory Condition: Shoot down all enemies

Defeat Condition: Downing of the Stomach

Enemy Unit Deployment Count

16(1) Clear Reward: H\$800



OUTLINE OF STRATEGY

Key Points for Operation Execution

- 1 Numbers Unit 1 appears on turn 2
- Numbers attack both enemy and friendly forces

1, 2 containers with parts scattered around

Recommended Defense Attributes Resistance Heat Resistance

Since the terrain is mostly desert, switching your legs to tanks will allow you to advance smoothly. Allow for smoother advancement. Enemy WAPs possess penetration resistance on 10 units Equip your close-range units with shock-attribute weapons



- Many enemy units are equipped with ranged weapons. Bring some healing items and Chaff.

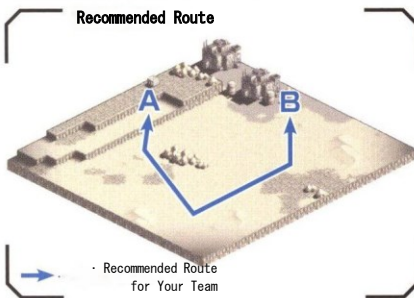
Tactics

基本戦略

Advance toward the containers from two directions

First, divide your units into two groups, aiming for containers at Point A and Point B.. Send two units to Point A and three to Point B.. The route to Point A has fewer enemy units may seem high, but the Dark Knight that appears on turn 2 targets nearby units regardless of faction, so the risk of being surrounded is low. Additionally, the route to Point B The enemies at points 1, 2, and 4 on the map are equipped with ranged weapons. Therefore, send units equipped with Chaff and resistant to heat damage. Note that enemies do not

Recommended Route



Recommended Route for Your Team

Point

ポイント解説

Have Dark Knights wear down enemy forces

The Dark Knight appearing on turn 2 will retreat if its total HP falls below 60%. will retreat. To defeat the Dark Knight, will not make it through the enemy unit cluster and reach Point A in time.. Even if you manage to take it down, your own units will be surrounded by numerous enemy forces. Therefore, do not attempt to shoot it down recklessly and wait



The Dark Knight will not retreat until the initial enemy units suffered damage and

Unit Data

		HP		Weapon-Shield		IPilot Ability	
Machine Name	Body	Left Hand	Armanent	Left	Armed	Fight	Short
No	Attribute	Pilot Name	Fear	IR	Legs	Right Hand	Armanent
						Shoulder	Right
						Shoulder	Armed
						Shoulder	Skill

Enemy Unit

1	MOTH	16	66	54	MG(4X7)	99	1-1	MS(3X14)	3	3-5	11	16	15	11
	Commander	430	54	60	MG(4X6)	3	99	1-1	RRK(2X21)	3	3-6		One	
2	GROPPE	13	54	42	RD(1 X34)	H	99	1-1	One	One	One	16	11	11
	Attacker	400	42	42	RD(1 X34)	H	99	1-1	One	One	One	One	One	One
3	GENEM	12	66	54	Arm(1X10)	H	99	1-1	MS(3X14)	3	3-5	10	15	11
	Missileer	400	54	54	Arm(1X10)	H	99	1-1	MS(3X14)	3	3-5		One	
4	SAM Launcher	12	100	One	One	—	—	One	MS(3X14)	3	3-5	10	15	11
	Missileer	312	One	One	—	—	—	One	MS(3X14)	3	3-5			
5	GROPPE	13	54	42	RF(1 X24)	Co	99	2-3	—	—	—	11	11	16
	Attacker	400	42	42	Arm(1 X9)	H	99	1-1	One	—	—	—	One	
6	GROPPE	13	54	42	MG(4X7)	Ko	99	1-1	One	One	One	11	16	11
	Attacker	400	42	42	Arm(1 X9)	H	99	1-1	—	—	—	—	—	—
7	AAH34a	13	150	1	MG(4X7)	Co	99	1-1	MS(3X14)	3	3-5	13	13	11
	Helicopter	575	One	One	One	One	One	One	MS(3X14)	3	3-5		One	

Enemy Reinforcement Unit

8	X-03	21	75	55	MG(3x25)	Ko	99	1-1	MS(2X28)	2	3-6	16	18	14
	Dark Knight	625	55	60	RD(1X50)	H	99	1-1	SH(20)	One	—		Speed Lv2	

MISSION 22

Ali Na Guard

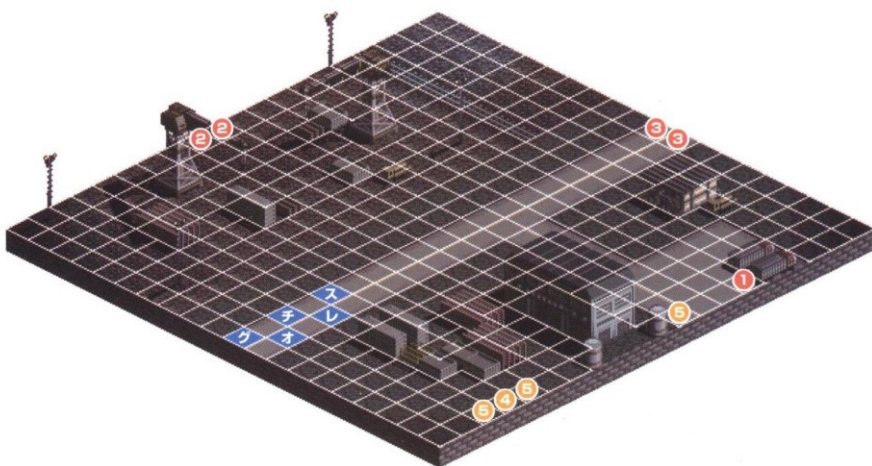
An arena where WAPs engage in betting battles. Recently, incidents have been occurring where pilots entering the arena are attacked, and a request for

Victory Condition: Shoot down all enemies

Defeat Condition: S-type unit destroyed

Enemy Unit Deployment Count

5(4) Clear Reward: H\$5000
H\$1000



Enemy reinforcements appear on turn

OUTLINE OF STRATEGY

Key Points for Execution

■Enemy reinforcements including the Dark Knight appear on the 2nd turn. Dark Knight retreats when total HP drops below 50%.

|Recommended Attributes| Defense|Coil Resistance Penetration Attribute / F Resistance Heat Attribute

With enemy reinforcements included, enemies appear in three directions.. Additionally, you must deal with two numbered



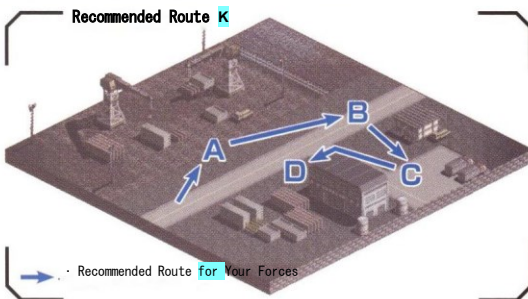
1• For your own units that primarily use close-range weapons, 2 units.

Tactics

基本戦略

Advance while defeating enemies individually

Combined with enemy reinforcements on Turn 2, Enemy forces appear in three directions. at once is dangerous, but The enemy reinforcements and the enemy at point A will not move until your forces approach. Therefore, engage at Point A with ② at Point B with ③ at Point B, and ① at Point C. Finally, deploy two units at Point D.. After clearing one location,, use recovery items. and fully before

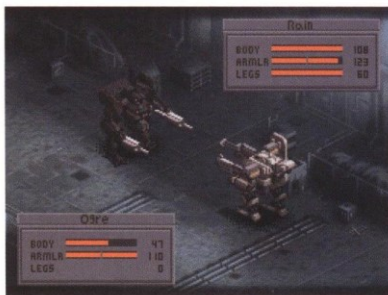


Point

ポイント解説

Numbers will attack after using items.

Of the two Numbers, Dark Knight will retreat when their total HP falls below 50%, but the Ogre must be defeated.. The Ogre possesses Double and First Strike. If you engage in close combat, will result in heavy damage from its counterattack.. Use items like Flash or Acid before attacking. For Dark Knight, If you aim to take down the Dark Knight, use Duel or Guide and focus your attacks on its torso.



The Ogre possesses heat resistance and is equipped with a shield.. Long-range attacks is

Unit Data

No. Attribute	Machine Name		HP		Weapon		Shield		Pilot Ability	
	Pilot Name	Body	Left Arm Weapon	Left Shoulder Armament	Right Arm Weapon	Right	Fight	Short	Long	Agility

Enemy Unit															
	X-28	15	75	55	PB (1 x 50)	Ko	99	1-1	SH (20)	1		18	10	10	12
	Ogre	625	55	60	PB (1 x 50)	Co	99	1-1	SH (20)	One		Double Lv1 / First Lv1			
	AVENIR	15	84	48	Arm (1 X14)	H	99	1-1	SH(9)	1		16	12	18	12
	Attacker	462	48	66	RD (1 X34)	H	99	1-1	One	One		One			
	AVENIR	14	84	48	RF (1 X25)	Ko	99	2-3	SH(9)	1		11	11	Yq	12
	Attacker	462	48	66	Arm (1 X14)	H	99	1-1	-	One		—			

Enemy Reinforcement Unit														
	X-03	21	75	55	MG(3x25)	Ko	99	1-1	MS(2X28)	2	3.6	16	11	11
	Dark Knight	625	55	60	RD (1 X50)	H	99	1-1	SH (20)	One	One	Speed Lv2		
	BIZANT	14	72	42	Arm(1	<9)	H	99	1-1	MS(3X14)	3	3-5	11	11
	Missileer	430	42	54	Arm(1	<9)	H	99	1-1	MS(3X14)	3	3-5	One	

MISSION 23-A

Arena Bombing

The arenas being constructed one after another across the land were inextricably linked to environmental destruction. The nature conservation

Victory Condition: Shoot down all enemies / Defuse all bombs
Destroyed

Defeat Condition: Storm Unit



Go: Enemy reinforcements ○ and 0 appear on turn

■ OUTLINE OF STRATEGY

Key Points for Mission Success

- Place friendly trucks adjacent to containers to defuse bombs
- Enemy reinforcements appear on Turn 3
- Mission is cleared even after 16 turns have passed

[Recommended Attributes] F Fire Resistance

All enemy units that appear have Penetration Resistance. Replace your units' should switch to shock-attribute melee weapons. Also, units are all equipped with ranged weapons, so



Rain:
Arranging vehicles seems possible.
However, losing wheels incurs a penalty

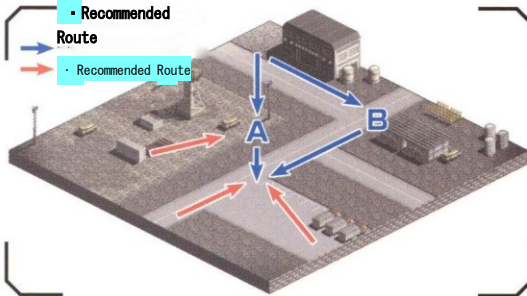
Even if your friendly transport is shot down, clearing the mission is possible by eliminating

Tactics

基本戦略

Prepare for the appearance of reinforcements

First, split your **units** into two groups: and move them starting from turn 1.. All enemy units are equipped with ranged weapons, so it's safer to keep friendly trucks should remain in position for safety. Note that enemy units engaging in combat at Point B **only have the A "m Punch" close-range weapon**, which has low attack power.. Send friendly **units** skilled in close-range combat. to engage them will



ssion

A. Arana Roming Threat

Point

ポイント解説

It's easier to clear if you wipe out all enemies

If you want to earn destruction bonuses, prioritize eliminating all enemies over defusing containers. over defusing the bombs in the containers. mission can be cleared even after 16 turns have passed., so the condition is to wipe out all enemies before then.. The enemies at points ❶ and ❷ must be eliminated at locations A and B respectively. ❶ and ❷ enemies should be shot down at locations



❶ and ❷ are equipped with Seal equipped with shields. Attack-type friendly units can also wield

Unit Data

Battle Mission													1					
Zc	Yokohi	Machine Name	Lv	Weapon		Shield		Left Arm Weapon	Left Shoulder Armament		Right Arm Weapon		Right Shoulder Armament		Fight	Short	Long	Acility
2-3-0		Pilot Name	Ability		Rank		Right-Handed Weaponry		Right Shoulder						Skill			
Enemy Unit																		
1		AVENIR	16	84	48	RF(1 X23)	ZS	99	2-3	SH(9)	One	One	12 12 16 12					
			462	48	66	Arm(1X14)	H	99	1-1	One	One							
2		BIZANT	15	72	48	Arm(1 X14)	H	99	1-1	MS(3X14)	3	3-5	12 11 16 12					
			455	48	54	Arm(1X14)	H	99	1-1	MS(3X14)	3	3-5	—					
Enemy Reinforcement Unit																		
3			16	84	48	RF(1 X23)	H	99	2-3	SH(9)	1	1	12	16	12			
			462	48	66	Arm(1 X14)	H	99	1-1	—	One	One	One					
4			15	72	48	Arm(1 X14)	H	99	1-1	MS(3X14)	3	3-5	11 16 12					
			455	48	54	Arm(1X14)	H	99	1-1	MS(3X14)	3	3-5	One					

MISSION 24-A

Champ

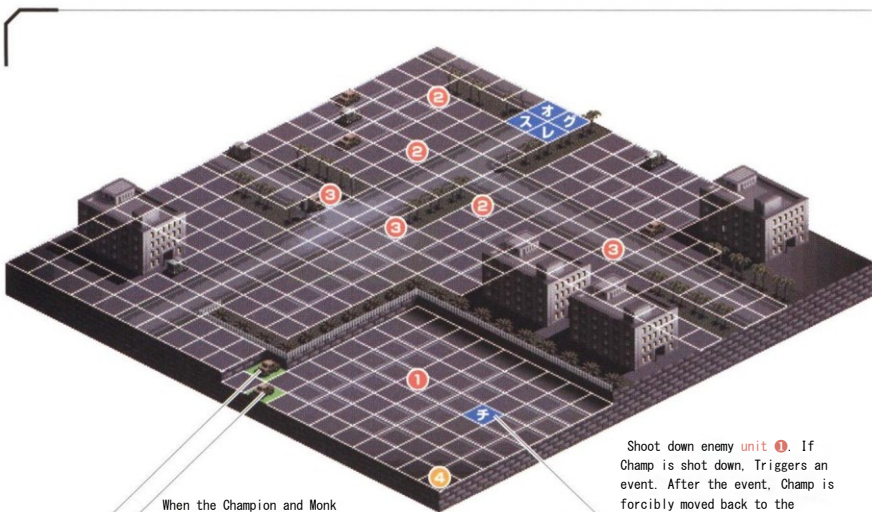
The Champ, who joined the arena during his vacation, vanished after the match. Confirming the safety of our comrade is urgent. Storm tracks the signal from

Victory Condition: Shoot down all enemies

Defeat Condition: Storm Unit is shot down

Enemy Unit Deployment Count
Maximum Destruction Bonus

7(1) Clear Reward HS5000
HS4837



When the Champion and Monk settle their score the two vehicles are destroyed and the road becomes accessible

Shoot down enemy unit ①. If Champ is shot down, Triggers an event. After the event, Champ is forcibly moved back to the initial deployment position, and reinforcements will immediately

Items obtained upon clearing the MISSION

- 1周目 DESTROYERS [Weapon/Grip]
- 2周目 DESTROYERS+1 [Weapon/Grip]
- 3周目 DESTROYERS+2 [Weapon/Grip]

※Once the Champ and Monk have settled their fight enemy reinforcements will immediately

OUTLINE OF STRATEGY

Key Points for Execution

- The combat area where the Champ is located is initially inaccessible, but once the battle with the Mo Once the fight with the Mank is settled, you can enter and exit freely

- Mission clears when Manticore's total HP falls below 50%

Recommended Attributes: Defense, Piercing Resistance / Fire

Resistance

Champ is missing, and only four can be set up. Only four can



All just old stories now!
Now we meet again as **Numbers** right here.

The Numbers' Monk will also appear, but it will not engage friendly units outside of the Champ.

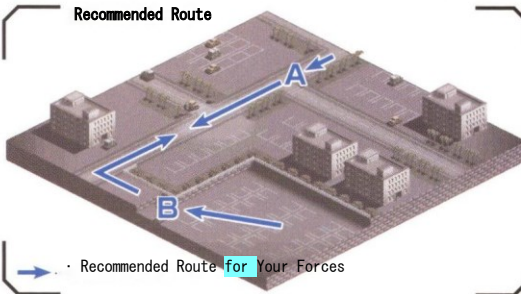
Tactics

基本戦略

Champ units prioritize regrouping with friendly forces

On Turn 1, attack the long-range type
 ②. Lure ② to Point A before attacking.
 ② and ③ have weapons equipped on their
 left arms, so destroy those parts first.
 Note that the battle between Champ and Monk
 will become accessible. The Manticore
 that appears simultaneously are formidable
 foes, so prioritize the Champ unit to
 regroup with your forces.

Recommended Route



Point

ポイント解説

Prolong the battle with Monk

When the Champion and Monk engage in a
 one-on-one duel, Manticore reinforcements
 appear immediately after the outcome is
 decided. If you finish it too quickly,
 will cause Storm and the others to
 struggle to regroup while still engaged
 with other enemies. engaged with other
 enemies and struggle to join the fight.
 so focus on defense during the fight with
 the Monk to prolong the fight as much as

MACHINE STATUS				PILOT STATUS			
Name: X-12	-Now-	-Max-		Name: Monk	Lv 17		
Body	110 / 110			HP	12	1500	
Left Arm	60 / 60			Short	12	1000	
Right Arm	60 / 60			Long	12	1000	
Legs	75 / 75			Ability	14	1500	
Move: 20	Ge 20%			Total		5000	
Status:	Flash	Acid		Skill:	First Lv1	Double Lv2	
Name: X-12	-Name-	-Bullet-	-Range-				
Body							
L. Grip	DESTROYERS	99 / 99	1 - 1				
R. Grip	DESTROYERS	99 / 99	1 - 1				
L. Shoulder	SX-30	99 / 99	0 - 0				
R. Shoulder	SX-30	99 / 99	0 - 0				

• Shoot down the
 Monk aircraft If
 you're going to
 do it, use Flash
 to stop its

Unit Data

		HP		Weapon		Shield		High Lot Ability	
Attribute	Machine Name	Lv Body LArm	Left Hand Armament	Left Shoulder Armament	Right Hand Armament	Right Shoulder Armament	Right Shoulder Weapon	High	Short
Pilot Name		Reward RArm Legs		Right Hand Weaponry		Right Shoulder Weapon		Skill	

Enemy Unit

①	X-12	17	110	60	NK(1X70) H	99	1-1	SH(20)	One	One	14	12	12	14
②	Monk	1250	60	75	NK(1X70) H	99	1-1	SH(20)	—	—	First Lv1 Double Lv2			
③	CROF	17	96	48	PB(1X30) G	99	1-1	One	—	One	17	12	12	14
④	Attacker	540	48	72	Arm(1X15) H	99	1-1	—	—	—	—	—	—	—
⑤	ZEARAD	16	84	48	Arm(1X3) H	99	1-1	RK(2X21) F	3	3-4	11	11	17	13
⑥	Missilecr	510	48	60	Arm(1X13) H	—	1-1	One	One	—	—	—	—	—

Enemy Reinforcement Unit

⑦	X-17	22	500	One	CN(1 X20)	3F	99	1-4	One	One	One	12	18	18	14
⑧	Manticore	437	One	One	SG(6X3)	H	99	1-1	—	One	One	—	—	—	—



MISSION 25-A

Large Mobile

Intelligence indicates the black large-scale aircraft that attacked the Champs are hiding in

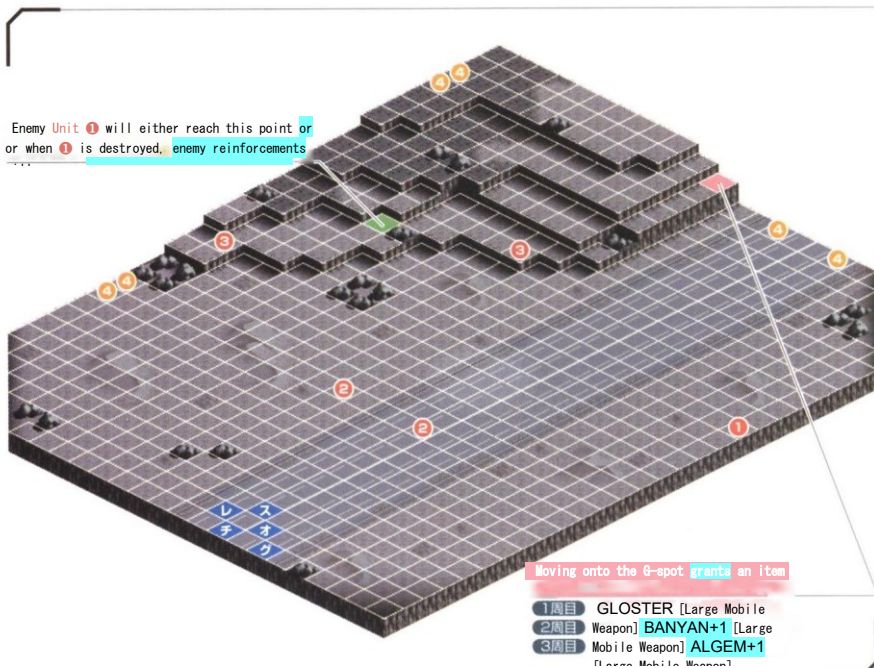
Victory Condition: Shoot down all enemies **Condition:** _____

Enemy Unit Deployment Count

5(6) Lear Reward

N\$5000

Maximum Destruction Bonus



Key Points for Execution

Key Points for Execution

Desert terrain is the combat area

■ Six large mobile suits appear as enemy reinforcements

■ Large Mobile Weapons can be acquired within the map

Recommended Attributes: Defense, Fire Resistance

The DESTROYERS are currently unmatched melee



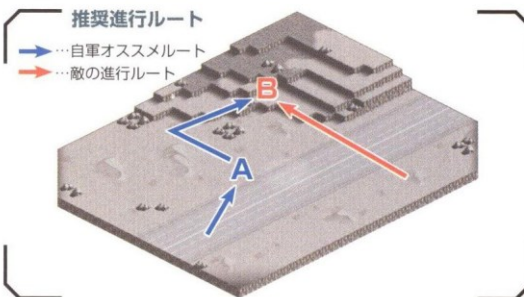
1. Large mobile suits have high HP in their torso, making them time-consuming to destroy.. Bring Acid

Tactics

基本戦略

Reduce enemy numbers before reinforcements arrive

The Manticore at ❶ moves toward Point B. Upon reaching Point B, enemy reinforcements will appear, so shoot down ❷ and ❸ near Point A near Point A. The ❷ type uses ranged attacks, while the ❸ type and ❹, the long-range type, should focus on close-range attacks. will allow you to fight effectively while minimizing damage to your own units.. Enemy reinforcements appear in pairs separate



Mission 25A: Swarm of Large

Point

ポイント解説

Large mobile suits can be destroyed with linked attacks.

The large mobile suit piloted by Manticore ❶ has high HP of 500 for its torso. ❷ and If it also attacks friendly units with ranged attacks will likely cause significant trouble. Use Acid to lower its defense, or or tanking attacks to minimize damage to your own units while aiming for a swift takedown.. Also, before the enemy is completely wiped out.. be



• Large Mobile Weapons Two units can attack one large mobile suit. Maintain a

Unit Data

Machine Name	Lv	Body	HP	L	Ar	cus	Weapons/Shield				Pilot Ability			
							Left Arm/Weapon	Left Shoulder Armament	Right Hand/Armament	Right Shoulder Armament	Fight	Short	Long	Ability
No. Attribute	Pilot Name	Reward	R	Ar	L	cus					Skill			
Enemy Units														
❶	X-17	22	500	One	CN(1 X20)	Kn EB	99	1-4	One	—	One	12	18	18
	Manticore	437	One	—	SG(6X3)	—	99	1-1	One	—	One	—	—	—
❷	CROF	17	96	48	PB(1 X30)	Kn	99	1-1	—	One	One	17	11	12
	Attacker	540	48	72	Arm(1x15)	H	99	1-1	—	—	—	—	—	—
❸	ZEARAID	16	84	48	Arm(1X13)	S	99	1-1	RK(2X21)	—	3	3-6	11	11
	Missileer	510	48	60	Arm(1 X13)	H	99	1-1	—	—	One	—	—	—
Enemy Reinforcement Units														
❹	OSV-T	19	310	—	BZ(1X24)	H	99	1-4	One	—	One	11	16	16
	Attacker	500	—	One	One	—	—	One	—	One	One	—	—	—

MISSION 23-B

Journalist

A journalist who had been out of contact for several days is transmitting a distress signal. Rescue the journalist, who is surrounded by guerrillas and in

Victory Condition: **Shoot down** all enemies

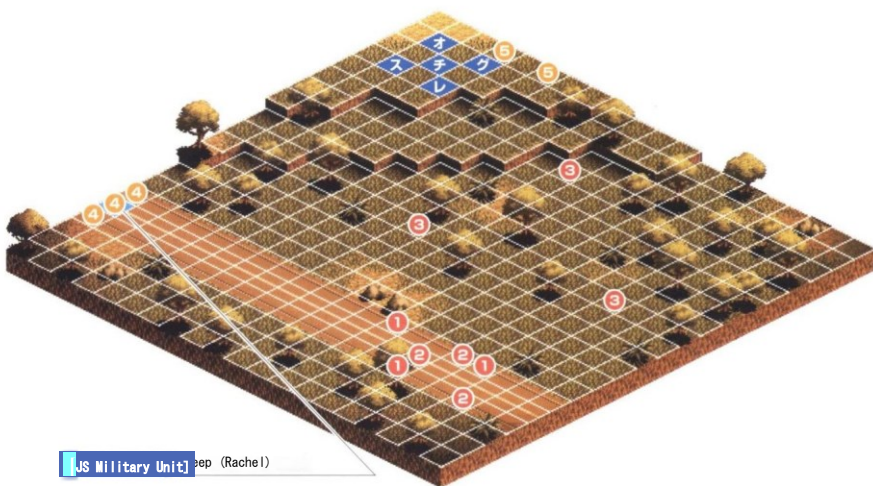
Defeat Condition: **Storm aircraft shot down**

Enemy Unit Deployment Count

Clear Reward

H\$5000

Maximum Destruction Bonus N\$5547



Enemy reinforcements appear on turn 2

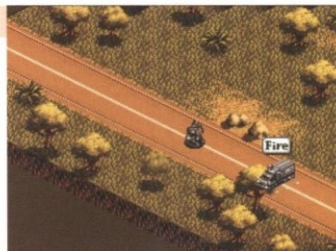
OUTLINE OF STRATEGY

Key Points for Execution

- Enemy reinforcements appear on the 2nd turn
- Some enemy units will target the jeep
- Mission can be cleared even if the jeep is destroyed

Elemental Defense/Resistance/Penetration

Since friendly jeeps cannot be controlled, they are vulnerable to being shot down. To protect the jeep, you'll want to approach it before the enemy does, but high enough, it's difficult. However, since no repair costs are incurred if



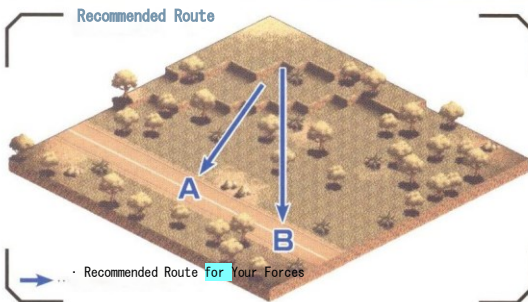
1. Most enemy units have penetration resistance. armored vehicles or supply trucks.

Tactics

基本戦略

Approach changes based on friendly Jeep presence

If protecting friendly Jeeps, prioritize movement-heavy Set up your forces accordingly, splitting your units Split your forces into two groups and rush them to **Points A and B** respectively. to rush to Points A and B. Enemy units will attack the nearest enemy will attack nearby enemies, and prioritize taking out enemy units equipped with long-range weapons to take them out first. Using



Mission-oriented - B-

Point

ポイント解説

Prioritize taking out enemies with ranged weapons

Enemy unit ③ is a formidable foe equipped with a high-powered missile. missiles. Furthermore, their initially positioned on elevated ground, making it difficult to close in for melee attacks, and difficult to take down. Therefore, head toward Point B while using long-range attacks to take down ③ one by one. The enemy reinforcements, Yuha, are equipped with both long-range weapons and shields.



③'s parts will be repaired by the ④ replenish at the supply vehicle. Prioritize the supply vehicle

Unit Data

						Weapon-Shield			Pilot Ability						
No Attribute	Machine Name	Lv	Body	Arm	Left Arm Armament	Left Shoulder Armament	Fight Short Long Agility			Skill					
Pilot Name		Machine Type		Left Arm Weapon		Right Shoulder Weapon					Skill				
Enemy Unit															
	AVENIR	16	84	48	RF(1 X23)	3	99	2-3	SH (9)	One	One	12	12	1-16	
	Attacker	462	48	66	Arm (1x14)	H	99	1-1	One	One	—	—	—	One	
	Carrier	16	50	One	One	One	One	One	One	One	One	12	16	1-12	
	Attacker	312	1	—	One	—	—	One	—	One	One	—	—	One	
	BIZANT	15	72	48	Arm (1 X14)	H	99	1-1	MS(3X14)	7	3	3-5	12	11	16
	Missileer	455	48	54	Arm(1x14)	H	99	1-1	MS(3X14)	7	3	3-5	—	—	One
Enemy Reinforcement Unit															
	Armored Car	16	50	—	MG(5x9)	—	99	1-1	One	One	—	12	16	12	
	Attacker	312	One	One	One	—	—	One	One	—	—	—	—	One	
	AVENIR	16	84	48	RF (1 X23)	—	99	2-3	SH (9)	—	—	12	12	16	
	Attacker	462	48	66	Arm (1 X14)	H	99	1-1	One	—	—	—	—	One	

MISSION 24-B

An order to assist a journalist with their reporting has been issued through higher command. are active in the area. Escort the civilian journalist.

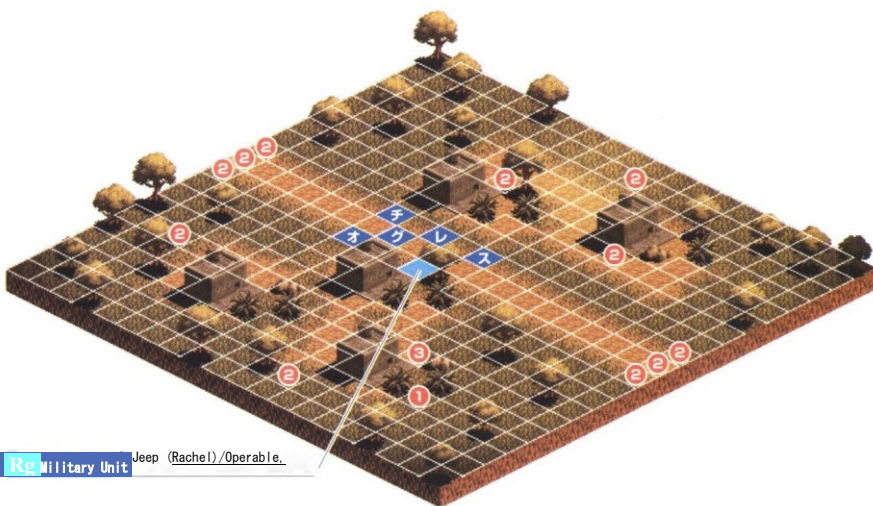
Victory Condition: Shoot down all enemies aircraft shot down

Defeat Condition: Storm aircraft shot down Gray

Enemy Unit Deployment Count

13

Clear Reward: HS5000 Maximum



Rg Military Unit Jeep (Rachel)/Operable.

OUTLINE OF STRATEGY

Key Points for Execution

- Numbers deploys 1 unit
- Allied jeeps can be controlled
- Mission can be cleared even if the Jeep is destroyed

Black Wheel Pass, Piercing Attribute

New parts have been added to the hangar. In this mission,, downing Gray's unit is also a defeat condition, so be sure to. Note that while downing friendly units isn't a defeat condition,



Among the enemy forces, 12 units are equipped with piercing-type weapons. Set up your resistance to

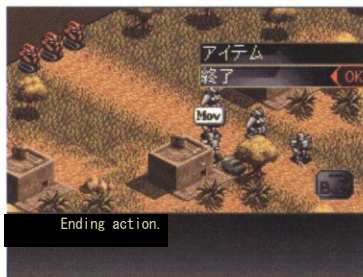
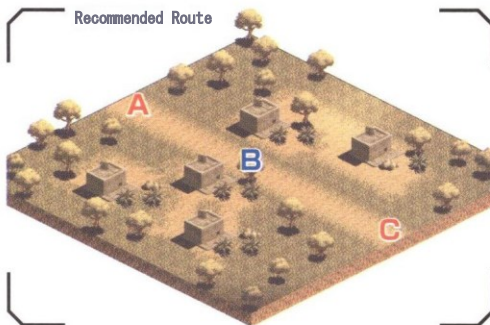
Tactics

基本戦略

Surround the Jeep. Block enemy attacks.

The 6 units appearing at Points A and C will only attack friendly Jeeps and will not attack if friendly units are nearby. Therefore, keep the Jeep in its initial position and position friendly units on adjacent squares. and surround the Jeep with obstacles

. Since ② only carries close-range weapons, so these six units will only move. In the meantime, take out the other enemy units one by one. Note that when attacking the Jeep, equipping weapons and to gain an advantage in combat.



For friendly units adjacent to the Jeep, long-range type to contribute as combat power.

Point

ポイント解説

Take out the two units that attack from a distance first.

The enemies requiring most caution in this mission are the Deaths at ① and ③. These two are equipped with long-range weapons. long-range weapons and attack without needing to be adjacent to the Jeep. without needing to be adjacent to the jeep. Therefore, if they approach near Point B, shoot them down within that turn. Note that Both ① and ③ only have long-range weapons equipped with ranged weapons



Death occurs when total HP falls 50% or less and retreats. aim for the right arm but the torso.

Unit Data

		HP		Weapon/Shield						Pilot Ability	
Machine Name	Body	L.Arm		Left Arm Weapon	Left	Shoulder				Fight [short]	Long] Agility
Pilot Name	Reward	Arm	Shld	Right Arm Weapon		Right Arm Weapon				Skill	
Enemy Unit											
	X-13	23	110	60	RF(1 X37)	99	2-3	SH (20)	—	1	12 14 18 20 14
	Death	1250	60	75	Arm (1 X26)	S	99	1-1	SH(20)	—	One One One
	CROP	17	96	48	MG(4X7)	99	1-1				12 14 18 20 14
	Attacker	540	48	72	Arm (1 X15)	H	99	1-1		One One	12 14 18 20 14
	ZEARAID	16	84	48	Arm(X13)	H	99	1-1	RK(2X21)	5 3-6	11 13 17 13
	Missileer	510	48	60	Arm (1 X13)	H	99	1-1			12 14 18 20 14

MISSION 25-B

Escort

Rachel receives orders to return home.. Escort her to the airport.

Victory Condition: Shoot down all enemies
Rachel's aircraft shot down

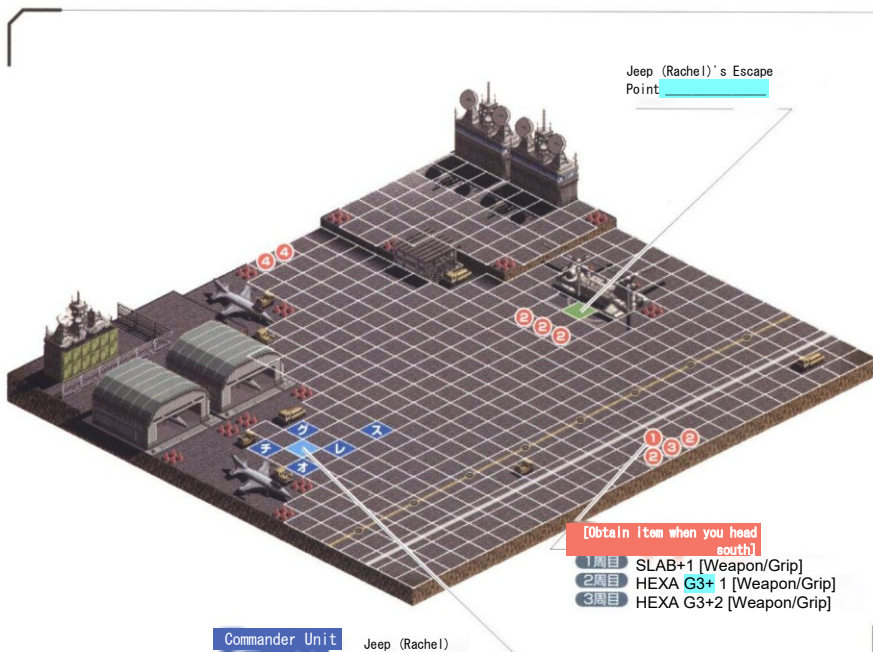
Defeat Conditions: Storm aircraft shot down

Enemy Unit Deployment Count

9

Clear Reward NS5000

Maximum



OUTLINE OF STRATEGY

Key Points for Operation Execution

- Allied jeeps cannot be controlled and will withdraw from the front lines after reaching the evacuation point, and withdraw from the front lines.
- One enemy unit targets the jeep

[Recommended Attributes: Defense|Coil Penetration/TT

Resistance: Heat



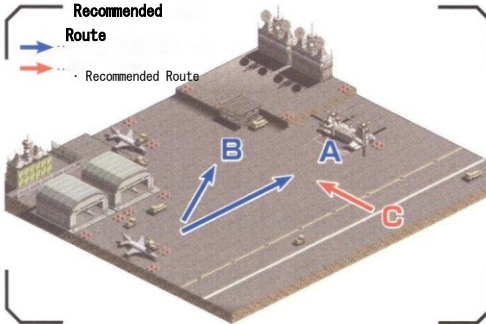
- 1. Friendly units can use items. Carry multiple
- 2. carry multiple recovery items and Chaff.

Tactics

基本戦略

Protect friendly units by utilizing

Your units will move straight to Point A. will attack nearby enemy units, except for the two units at Point C., so your units should always move to position themselves between friendly positioned between friendly and enemy units.. Especially and.



Since they are equipped with [Weapon], be cautious of their movement. ③ Since Death is nearby, send two allies with high evasion to the area. Use Smoke or Flash to disable its attacks. For ④, deploy one friendly unit with heat resistance to Point B. to



1. As a precaution, use Chaff on friendly units and immediately heal them with recovery items if they

Point

ポイント解説

Prioritize attacking enemies targeting friendly units

After securing and ④, next target the Death and the Eye to advance friendly units. to advance, aim to shoot down Death and Eye. Prioritize shooting down ③, which targets allied units.. Ideally, aim for the torso and take them down quickly, but since there are other enemy units, destroying the left arm equipped with weapons. The remaining right arm will attack, but its attack power is low, so



←デスは友軍ユニット
Until retreating
Use Flash to
immobilize enemies
and then defeat

Unit Data

					Weapon					Shield		Pilot Ability					
No. Attribute	Machine Name	Lv	Body	L Arm	Left Arm Weaponry		Left Shoulder Armament			Right Shoulder Armament		Fight			Short	Long	Agility
	Pilot Name: Reward				Right Arm, Armament										Skill		
Enemy Unit																	
①		X-13	23	110	60	Arm (1 X26)	H	99	1-1	SH (20)	One	—	12	18	20	14	
77		Death	1250	60	75	RF (1 X37)	C6	99	2-3	SH (20)	1	1	Guide Lv2				
②		CROF	17	96	48	MG (4x7)	C6	99	1-1	One	One	One	11	17	12	14	
14		Attacker	540	48	72	Arm (1 X15)	H	99	1-1	One	One	One	One				
③		OSV-T	18	310	1	BZ (1 X86)	HF	99	1-6	One	—	—	11	18	13	14	
15		Attacker	500	1	One	—	—	One	One	One	One	One	One				
④		ZEARAI	16	84	48	Arm (1 X13)	H	99	1-1	RK (2X21)	3	3-6	11	11	17	13	
14		Missileer	310	48	60	Arm (1 X13)	H	99	1-1	One	—	One	One				

MISSION 26

Reunion

Large-scale resupply operations heighten the importance of supply line maintenance missions. Storm Squadron, escorting the supplies, reunites with a

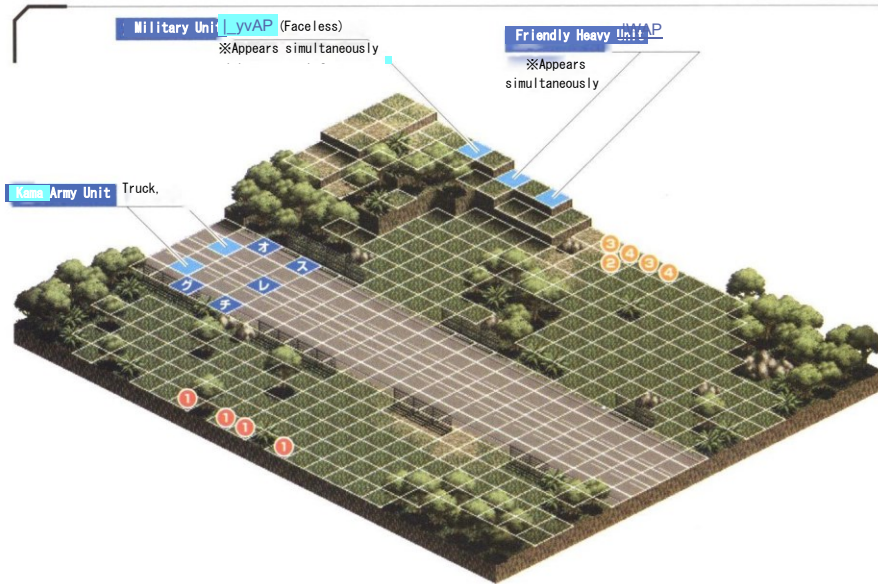
Victory Condition: Shoot down all enemies aircraft shot down

Defeat Condition: Storm aircraft shot down Odd Eye

Enemy Unit Deployment Count

4, (5)

Clear Reward HS5000 Maximum Destruction



Enemy Reinforcements
Appear on Turn 3 Appears

Notes & Strategy

Key Points for Mission Execution

- Friendly trucks cannot be commanded (will not retreat)

- Repair costs incurred if friendly trucker is destroyed

- Special Forces "Delta Squad" (3 units) appear as allies

Cape **Jiaju 23** Piercing Attribute

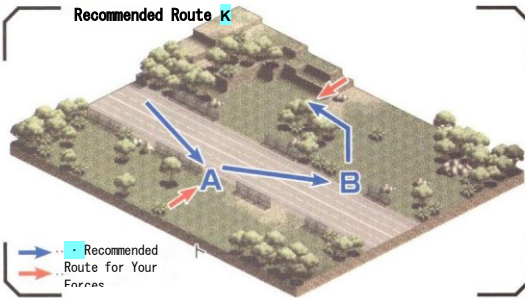
All enemy units are equipped with piercing weapons. Set up



The Delta Squad of allied units is different from allied trucks and does not incur repair costs even

26:

To protect our friendly trucks from the enemy, First, advance toward Point A. The enemy reinforcements appearing on Turn 3 Delta Squad, which appears at the same time. However, only the **two** Q units will target friendly trucks and advance toward Point B. Therefore, to Point B ahead of time to intercept them before they get close to the friendly truck.. After shooting them down, proceed to shoot down



Point

- Recommended Allies

Enemy reinforcements' Nightmares will simultaneously appear Delta Squad equipped with shields on their **WAPS**, and possess penetration resistance. They and may force them to retreat.. The Nightmare will will retreat when their total HP falls below 30%, so focus your units' fire on its torso and earn the one-turn down bonus. to earn the destruction bonus.



When the Nightmare engages battle with Delta Squad and has reduced HP use Link Attack and

Unit Data

				Weapons/Shield		Pilot Ability
	Machine Name	Body	LArm	Left Arm Weapon	Left Shoulder Armament	Fight Short Long Agility
NoAttribute	Pilot Name	HP		Right Arm Weaponry	Right Shoulder Armament	Skill

Enemy Unit

	VASA	17	120	84	Arm (1 x 15) 11	99	1-1	One			12 12	17 14
	Attacker	605	84	96	RF(1X34) 06	99	2-3	-				-

Enemy Reinforcement Unit

		X-14	22	110	60	Arm (1 x 26)	H	99	1-1	SH (20)			12	H	14
		Nightmare	1250	60	75	RF (1 X37)	G6	99	2-3	SH (20)			Guide L-1		
		VASA	17	120	84	Arm (1 x 15)	H	99	1-1	One			12	H	14
		Attacker	605	84	96	RF (1 X34)	K6	99	2-3	-			-		
		VASA	17	120	84	Arm (1 X15)	SI	99	1-1	1			12	12	14
		Attacker	605	84	96	MG (4X9)	G6	99	1-1	—			—		

The
differenceKushimono³

MISSION 19 ~ MISSION 26

Missions 19 to 26 mark the midpoint of the campaign, with a variety of weapons and parts lining the hangar. The FV-24 machine gun is a standout among handheld weapons. Compared to weapons available at the same time, it excels in firepower despite its

The PIZ-8 is easy to use for shoulder weapons in terms of weight and range. You can keep using it until the WILD GOOSE appears in Mission 35.. The Compute OAPA3HM, which has extremely high long-range stats, so you'll want to set it up on a

FV-24 Weapon ► Hand Grip

Until the high-attack close-range weapon until the close-range weapon appears in Mission 40. Its high number of shots fired is appealing.



ZIKADE Body

An excellent Body with a balanced mix of HP



IRON LUMP Weapon ► Hand Grip

Appears from Mission 24. It boasts a high hit rate of 90 and is the most. It's also lightweight and easy to use.



STREGA Body

At Mission 26, it boasts the highest output and HP and most durable. Among the Bodies appearing at the same time, it stands out a



Weapon ► Hand Grip

Type	Weapon Name	Attack Power	Weight	Hit Rate	Range	Weight	Release Date
> MG	LEO STAN	4X9	36	74	1	18	Mission 24
	ARTASSAUT	3X13	39	74	1	20	
	MOSTRO 10	8X5	40	60	1	10	
	RAPTOR FX	5X9	45	74	1	24	Mission 26
	FV-24	5X11	55	74	1	30	
> SG	CATSRAY XX	6X5	30	98	1	34	Mission 26
> RF	SLAB	1X36	36	82	2-3	35	Before Mission 24
	ANACONDA	1 X43	43	82	2-4	37	
	GLOWTUSK-SE	1 X47	47	80	2-4	39	
	COBRA	1 X56	56	80	2-4	43	
> FT	FLAME FOX	1 X43	43	80	1	26	Before Mission 24
> BZ	BOA-36	1 X32	32	60	1-4	26	Mission 24
> GR	RIM-4	1 X60	60	60	1-4	36	Mission 26
> KN	IRON LUMP	1 X40	40	90	1	10	Mission 24
> PB	B-TUSK	1 X50	50	80	1	10	Mission 26
> RD	F-4 HAND ROD	1 X37	37	80	1	10	2nd Position 24 Front
	K-SABER	1 X40	40	80	1	20	

Weapon ► Shoulder

	武器名	Weight	Hit Rate	Range	Weight	重量	販売開始時期
> MS	DONKEY		66	78	3-6	34	Mission 26
	PIZ-8	3X22	66	78	4-6	40	
	MAGIC BOX	3X22	74	80	4-8	50	Mission 26
> RK	RAGOS	2X37	74	80	4-8	62	Mission 26
> SH	WS-2B	(17)	—	—	—	24	Before Mission 26

Body

Part Name	HP	Defense	Output	Weight	Release
PEREGRINE	84	32	240	45	Mission 24
CROF	96	30	220	50	
ZIKADE	96	34	260	48	
BONART	108	30	210	65	
VASA	120	32	220	60	

Body

Part Name	HP	Defense	Output	Weight	Release
ORCUS n	96	34	260	60	Mission 26
STORK Mk.IV	108	34	240	64	
GROPPE SPV	120	34	220	70	
MEARAID	120	36	280	64	
NOVARAID	126	38	300	64	
S-ORCUS	132	38	280	68	
CICADA n	144	36	260	80	
INDOS	144	40	300	70	
STREGA	150	38	320	75	

Arm

	Part Name	HP				Build-Up Attack		Total	Accuracy	Release
Arm	PEREGRINE	48	34	74	30	1 X15	S	15	80	Before Mission 24
	ZIKADE	60	36	76	30	1 X15	H	15	82	
	BONART	72	30	72	36	1 X16	R	16	82	
	VASA	84	32	74	38	1 X15	S	15	80	
	GROPPE SPV	84	32	74	40	1 X20	R	20	82	
	ORCUS n	60	36	78	30	1 X18	R	18	80	Mission 26
	STORK Mk.IV	72	34	76	34	1 X18	R	18	82	
	MEARAID	72	36	80	32	1 X19	S	19	82	
	NOVARAID	78	40	82	34	1 X20	S	20	80	
	S-ORCUS	90	38	76	36	1 X20	S	20	82	
CICADA n	96	32	74	44	1 X20	H	20	84	Mission 26	
STREGA	105	43	72	42	1 X20	R	20	80		
MG	INDOS	108	40	76	46	4x10	Ko	40	90	Mission 26
SG	SPRIGGAN	60	30	85	40	6X4	H	24	85	Mission 24
CN	CROF	54	30	70	38	5X7		35	80	Before Mission

Legs

Type	Part Name	HP	Defense	Output	Movement	Release Date
Normal	PEREGRINE	60	40	18	40	Before Mission 24
	ZIKADE	66	42	18	42	
	BONART	84	38	16	46	
	VASA	96	40	16	48	
	ORCUS n	78	34	18	44	
	STORK Mk.IV	90	32	16	46	Mission 26
	MEARAID	90	36	18	42	
	S-ORCUS	96	36	18	46	
	NOVARAID	96	36	18	42	
	GROPPE SPV	102	30	16	50	
Tank	CICADA n	114	34	16	60	Before Mission 24
	STREGA	120	48	12	57	
	CROF	72	38	15	44	
	INDOS	120	36	20	18	Mission 26

Computer

Part Name	Close Combat Evasion Release				
COA3PA	46	46	46	46	Mission 24
AM3MAU1C	50	42	42	50	
Teros	42	50	50	42	
Quo	46	54	54	46	
Ripis	54	46	46	54	
Shinx	72	40	46	66	Before Mission 26
OAPA3HM	38	60	84	42	
Virgo	54	70	60	56	
Saphir	60	72	68	64	

Back Pack

Part Name	Item	Release
Cervus	2	40 10 Before
1 Tigre	2	1 50 10 Mission 26



MISSION 27

Code Name

A mysterious organization targeting elite mercenaries The military immediately launched an investigation, deploying a special unit

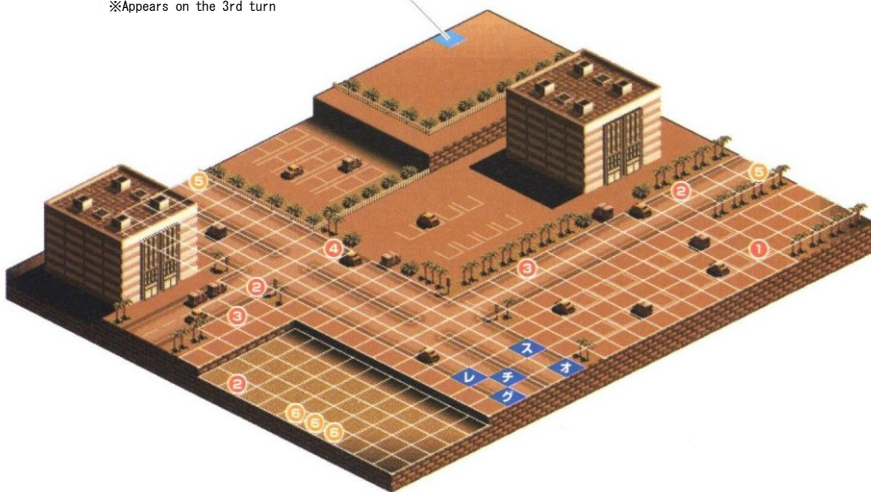
Victory Condition: Shoot down all enemies shot down

Defeat Condition: Storm Unit shot down Odd Eye Unit

Enemy Unit Deployment Count: 7 (2, 2) Clear Reward: HS5000 Maxima Destruction Reward: HS6075

Friendly IWAP (Faceless)

※Appears on the 3rd turn



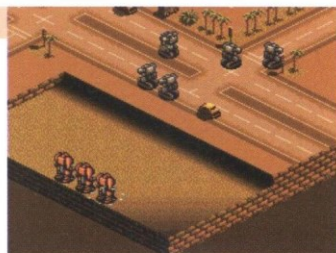
On Turn 3, or when the enemy is reduced to one unit When only ONE enemy unit remains, enemy reinforcements 0 appears.

Context of Scenario

Key Points for Execution

- The first enemy reinforcement appears on turn 3
- If Faceless is shot down, Nightmare will retreat
- New enemy reinforcements appear simultaneously with the Nightmare's retreat Kang's Defense Attribute | N-Resist Penetration Attribute

The map appears spacious, but numerous inaccessible areas limit combat zones, are restricted. This terrain makes combat encounters frequent. Many enemy units wield piercing-attribute



t • Enemy reinforcements arrive twice, by memorizing their spawn timings.

Tactics

基本戦略

Prioritize defeating enemies equipped with ranged weapons

Maintain distance from enemy reinforcement spawn points and It's easier to fight if you wait for enemy units near Point A. First, as they are equipped with ranged weapons. Particularly, ③ has ranged weapons equipped on both arms, so ④ has a maximum range of 6, so position your units one turn and position your units outside that range. During the enemy phase, if ④ approaches your position, then use concentrated fire to take it down next turn. ① and ② only have close-range weapons, equipped only with close-range weapons, so to



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Point

ポイント解説

Rescuing Faceless is impossible.

On turn 4, Faceless will appear at location B, which is inaccessible to your forces. where your forces cannot enter. Face-less will be shot down immediately and simultaneously causes the Nightmare to retreat. The enemy reinforcements that appear simultaneously with this retreat will spawn appear far from Point A. If the initial enemy remaining,



Enemy reinforcements approach from three directions.. If you feel you might be

Unit Data

No. Attribute	Machine Name	HP			Weapon/Shield			Pilot Ability		
		HP	MP	SP	Left Arm Weapon	Left Armament	Right Armament	Flight	Short	Long
Pilot Name	R.Arm	Legs	Right Arm Weapon	Right Shoulder Armament	Skill					

Enemy Unit

①	VASA	19	120	84	Arm (1 X 15) H	99	1-1	One	2	One	12 18	13 14
	Attacker	605	84	96	MG (4x9) G	99	1-1		-	-	-	-
②	VASA	19	120	84	Arm (1 X 15) H	99	1-1	One	One	One	12 13	18 14
	Attacker	605	84	96	RP (1 X 36) Z3	99	2-3		-	-	-	-
③	ZEARAID	17	84	48	Arm (1 X 13) SB	99	1-1	MS (3X22) F	2	3-6	11 14	18 13
	Missilecr	605	48	60	Arm (1 X 13) H	99	1-1			One		
④	ZEARAID	17	84	48	Arm (1 X 13) H	99	1-1	MS (3X22) F	2	3-6	11 18	13
	Missilecr	605	48	60	Arm (1 X 13) H	99	1-1	MS (2X28)	2	3-6	One	

⑤	VASA	19	120	84	Arm (1 X 15) H	99	1-1	1	One	—	12	18	13	14
	Attacker	605	84	96	MG (4x9) G	99	1-1	One	One	One	—	—	—	—
⑥	VASA	19	120	84	Arm (1 X 15) H	99	1-1	One	One	One	12	18	13	14
	Attacker	610	84	96	MG (4x9) Z3	99	1-1	One	One	One	One	One	One	One

MISSION 28

Odd Eye

Upon hearing the order from military high command to rescue Faceless, Odd Eye launched a solo sortie. Prepare for immediate sortie and head to assist Odd

Victory Condition: Shoot down all enemies

Defeat Conditions: Storm Unit shot down / Odd Eye

Enemy Unit Deployment Count

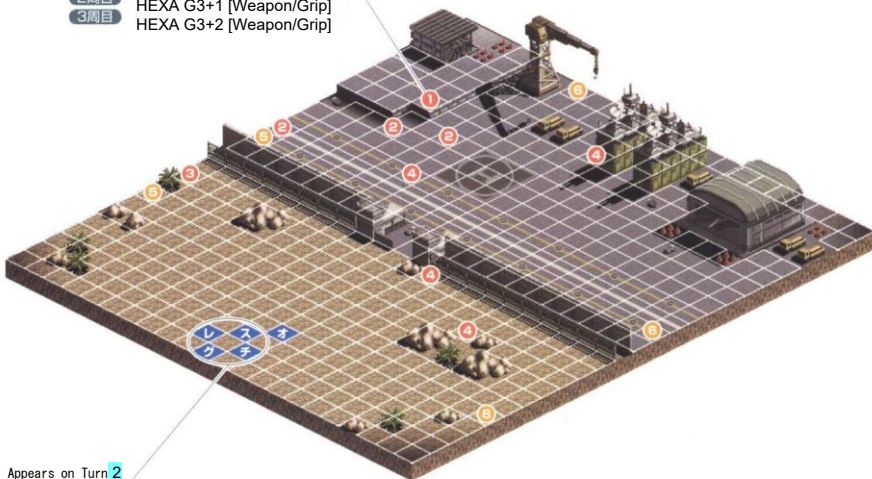
9 (5)

Clear Reward NS\$3000

Maximum

Defeat to obtain item

- 1. COBRA+1 [Weapon/Grip]. . .
- 2. HEXA G3+1 [Weapon/Grip]
- 3. HEXA G3+2 [Weapon/Grip]



Appears on Turn 2

Enemy Reinforcements Q and 3 appear on

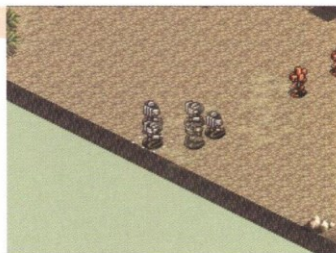
OUTLINE OF STRATEGY

Key Points for Execution

- The first friendly unit is only the Odd Eye unit
- Enemy and friendly reinforcements appear on turn 2
- Approximately half of the enemy forces will remain stationary until you approach

Recommended Defense ☒ Pierce Resistance

New parts have been added to the hangar, but the Odd Eye cannot be set up. To supplement your forces, be sure to strengthen other Allow multiple units to carry high-efficiency

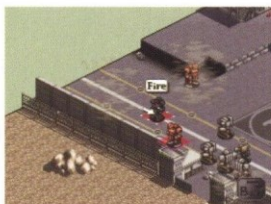


1. Friendly reinforcements and the Odd Eye unit spawn very close together. Keep the Odd Eye unit

28

Point

The key point to note during the base interior battle is the position of the Odd Eye position. Unlike other units, it doesn't set up and may take heavy damage from enemy units.. Nightmare's attacks are especially devastating, so be careful not to let the Odd Eye enter the Nightmare's range.. Downing an Odd Eye unit is also a defeat condition, so always keep an eye on its HP.



· Nightmare's maximum Max range is 4. If you want the Odd Eye to attack from a position at least 5

Unit Day – Evening

Machine Name		LV	Body	L.Arm	Left Arm Weapon	Right Arm Weapon	Weapon/Shield	Pilot Ability
Pilot Name		Native R.Arm	Legs	Right Hand Armament	Right Shoulder Armament	Skill		

Enemy Unit

		X-14	22	145	90	Arm (1 X 27)	n	99	1-1	SH(20)	—	One	12	17	22	14
		Nightmare	1875	90	120	RF(1X58)	Co	99	2Y	SH (20)	—	—				Guide Lv1
		ORCUS n	19	96	60	Arm(1 X18)	9	99	1-1			One	12	18	13	14
		Attacker	635	60	78	MG(5X5)	Co	99	1-1	One		One				One
		GROPPE SP-V	19	120	84	Arm (1 x9)	H	99	1 •	—		One	12	18	13	
		Attacker	635	84	102	MG(4x9)	Co	99	1T 1—			One				—
		CICADA n	17	144	96	Arm(1 X20)	H	99	1-1	MS(3X22)	F	2	4-6	11	11	18
		Missileer	705	96	114	Arm(1X20)	H	99	1-1	One		One				One

Enemy Reinforcement Unit

	GROPE SPV	19	120	84	Arm (1 X9)	H	99	1-1	One	One	One	12	18	13	14
	Attacker	635	84	102	MG(4v9)	Co	99	1-1	One	One	One	—			
	ORCUS	19	96	60	Arm (1 X18)	H	99	1-1	One	One	One	12	18	13	
	Attacker	635	60		MG(SXS)	Co	99	1-1	—	One	One	One	One		



MISSION 29

Armed Guerrilla

We have identified the stronghold of armed guerrillas in the mountainous region..

Victory Condition: **Shoot down** all enemy aircraft

Defeat Condition: **Loss of Su-35 aircraft**

Enemy Unit Deployment Count

5 (2, 7, 6)

Clear Reward

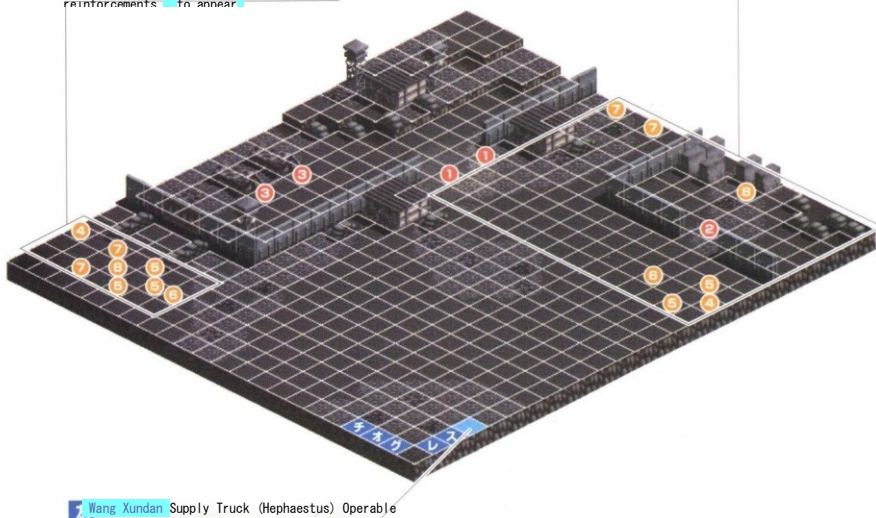
HS3000

Maximum

Destruction Bonus HS8481

Enemy Reinforcements 3 appear on Turn 2.

Shooting down e causes enemy reinforcements to appear.



OUTLINE OF STRATEGY

Key Points for Mission Success

- Hephaestus participates as the supply officer
- Enemy reinforcements appear on turn 2
- Destroying the enemy command vehicle triggers enemy reinforcements

Recommended Defense Attributes: **Coil** Resistance, Penetration Attribute

Starting with this mission, Hepaisto aboard the supply vehicle joins your forces. The supply vehicle not only restores HP but also replenishes ammunition for ranged weapons as well.



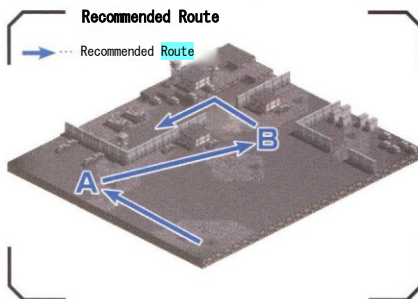
All enemy units have penetration resistance, but many have low HP. Many are vehicles. Penetration-

Tactics

基本戦略

Deal with enemy reinforcements in order

The **two** enemies that appear on the **second** turn will spawn additional enemies around them each time one is destroyed. Each time you shoot down one, enemy reinforcements appear around you. Since there are many enemy reinforcements, so it's best to eliminate them all before attacking the one positioned farthest away. Therefore, **first** shoot down the enemy at point A at Point A, then eliminate all enemy reinforcements appearing in the vicinity. Then, head for Point B and shoot **down** it. Eliminate all the enemy reinforcements that appear. **Here**.



29:

Point

ポイント解説

Fight while protecting the supply truck

The most troublesome enemy units are ③ and ②, which possess long-range weapons. Avoid letting these units attack your supply truck. While fighting at Point B, keep the supply truck waiting slightly behind. Also, enemy reinforcement trigger ① will prioritize targeting your will prioritize targeting your supply truck. Since it has low HP at **50**, so



The farthest location (<) at the farthest point approach it and launch a close-

Unit Data

Machine Name	Lv	Body	HP	Legs	Weapon/Shield				Pilot Ability		
					Left Arm Weapon	Left Shoulder Armament	Right Arm Armament	Right Shoulder Armament	Fight	Short	Long
Attribute	Pilot Name	Reward	Arm						Skill		

Enemy Unit

①	ORCUS	21	96	60	Arm(1 X18)	99	1-1	One	One	One	14 18 13 15
	Attacker	635	60	78	MG(5x5)	99	1-1	-	-	-	-
②	M.B.T	21	80	One	BZ(1X32)	99	1-4	-	1	One	14 18 13 15
	Attacker	475	-	-	One	-	-	-	One	One	One
③	SAM Launcher	20	100	1	1	One	MS(3X20)	F	2	3-6	13 13 18
	Missileer	312	One	One	One	—	MS(3X20)	F	2	3-6	One

Enemy Reinforcement Unit

④	Commander	21	50	-	MG(5X5)	99	1-1	-	-	-	14 18 13 15
	Commander	312	1	One	One	One	One	-	-	-	One
⑤	Armored Car	21	50	-	-	-	-	-	-	-	14 18 13 15
	Attacker	312	One	-	MG(5x5)	99	1-1	-	-	-	One
⑥	GROPPE SP-V	21	120	84	Arm(1 X9)	99	1-1	-	-	-	14 18 13 15
	Attacker	635	84	102	MG(4x9)	99	1-1	-	-	-	One
⑦	SAM Launcher	20	100	One	One	—	MS(3X20)	F	2	3-6	13 13 18 15
	Missileer	312	1	One	One	One	One	MS(3X20)	2	3-6	1
⑧	CICADA	20	144	96	Arm(1 x 20)	99	1-1	MS(3X22)	2	4-6	13 13 18 15
	Missileer	705	96	114	Arm(1X20)	99	1-1	One	One	One	One

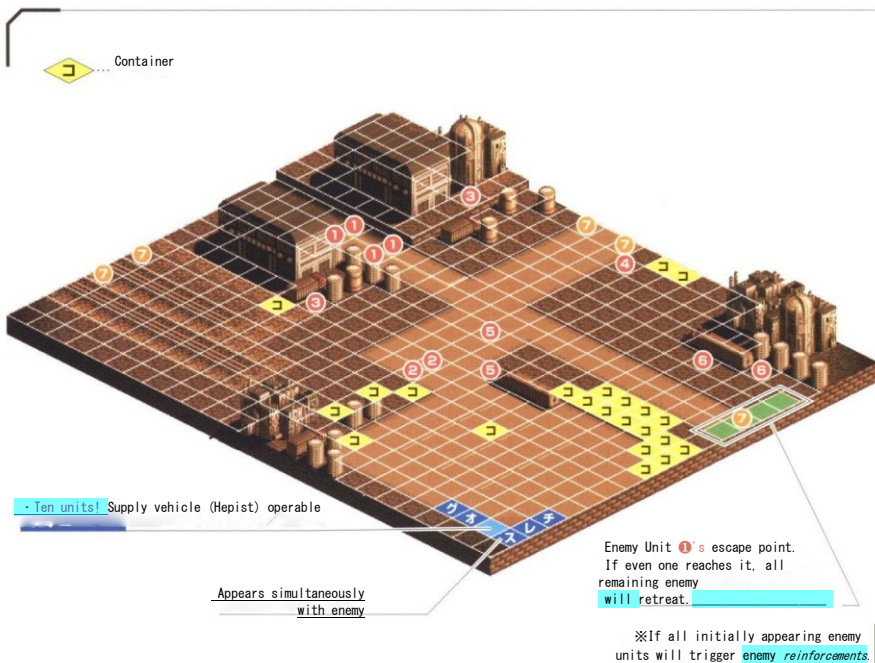
MISSION 30

Allies

We've identified the factory supplying weapons to the enemy. Storm was assigned to destroy the factory facilities and supplies, but during the

Victory Condition: Shoot down all enemies down the Rain aircraft

Defeat Condition: Shoot down the Su-M aircraft / Shoot



OUTLINE OF STRATEGY

Key Points for Mission Execution

Before mission start, Storm units withdraw from the front lines, and rejoins the front lines after all initial enemy units are eliminated

Enemy reinforcements appear after eliminating all initial enemies

Recommended Defense Attributes 2 Resistance to Penetration Attributes



To prevent enemy transport vehicles from escaping, prioritize setting up high-mobility

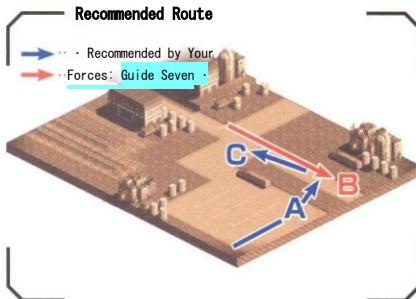
Tactics

基本戦略

Destroy containers to create shortcuts

If even one transport vehicle at ❶ reaches Point B, all vehicles will retreat. You can still clear the mission even if they retreat, but to earn the destruction bonus, it's best to wipe them all out. Therefore, **first** destroy the containers at Point A and get ahead of them to Point B. Here, you'll engage in combat with ❸, who is equipped with long-range weapons, but aim to take **them** down quickly with close-range attacks. After destroying the transport vehicle, head for Point C. Here, you'll face the remaining enemy units along with enemy reinforcements. Before

Recommended Route



Mission 30:

Point

ポイント解説

Large Mobile Weapons attack from long range

In this mission, large mobile weapons appear alongside enemy units, but none of them are equipped with ranged weapons. Instead, their close-range weapons are powerful, so when attacking, first reduce **their** HP with ranged attacks, then finish them off with a combo attack. Also, destroy all communication towers on the map to maximize your destruction bonus.



◆Destroy **only one** enemy unit's arms destroy both arms and render it unable to attack

Unit Data

		HP		Weapon/Shield				Pilot Ability	
No. Attribute	Machine Name	Body	L.Arm	Left Arm Weaponry		Left Shoulder Armament		Fight/Short/Long/Agility	
	Pilot Name	R.Arm		Right Arm Weapon		Right Shoulder Armament		Skill	

Enemy Units

❶	Carrier	21	50	One	—	—	—	—	—	14	18	13	15
	Soldier	312	One	One	One	—	One	5	—	One	—	—	—
❷	Armored Car	21	50	One	MG (5x11)	3	99	1-1	—	14	18	13	15
	Attacker	312	One	One	MG (5x15)	Go1	—	One	—	—	—	—	—
❸	GLOSTER	21	120	70	MG (5x15)	Go1	99	1-1	—	14	18	13	15
	Attacker	1475	70	100	MG (5x15)	Go1	99	1-1	—	—	—	One	—
❹	GLOSTER	22	120	70	MG (5x15)	23	99	1-1	—	14	18	13	15
	Attacker	1475	70	100	MG (5x15)	5	99	1-1	—	—	—	One	—
❺	SAM Launcher	20	100	—	—	—	One	One	MS (3X22)	2	4-6	13	15
	Missileer	312	—	One	—	—	One	MS (3X22)	2	4-6	—	—	—
❻	TYPE 65	20	132	78	Arm (1 x 22)	11	99	1-1	MS (3X20)	2	3-6	13	15
	Missileer	905	78	108	Arm (1 X22)	11	99	1-1	RK (2X21)	3	3-6	—	One

Enemy Reinforcement Units

❹	GLOSTER	22	120	70	MG (5x15)	Go	99	1-1	One	One	One	14	18	16	15
	Attacker	1475	70	100	MG (5x15)	Go1	99	1-1	One	One	One	—	—	—	—

MISSION 31

Anti-

A special team is formed to confront the mysterious organization 'Vampires' who wield the Black WAP. Storm Squad joins the unit to raid the enemy's

Victory Condition: **Destroy all enemies**

Defeat Condition: **Storm aircraft shot down**

Number of **Double-Soldier Units** Deployed

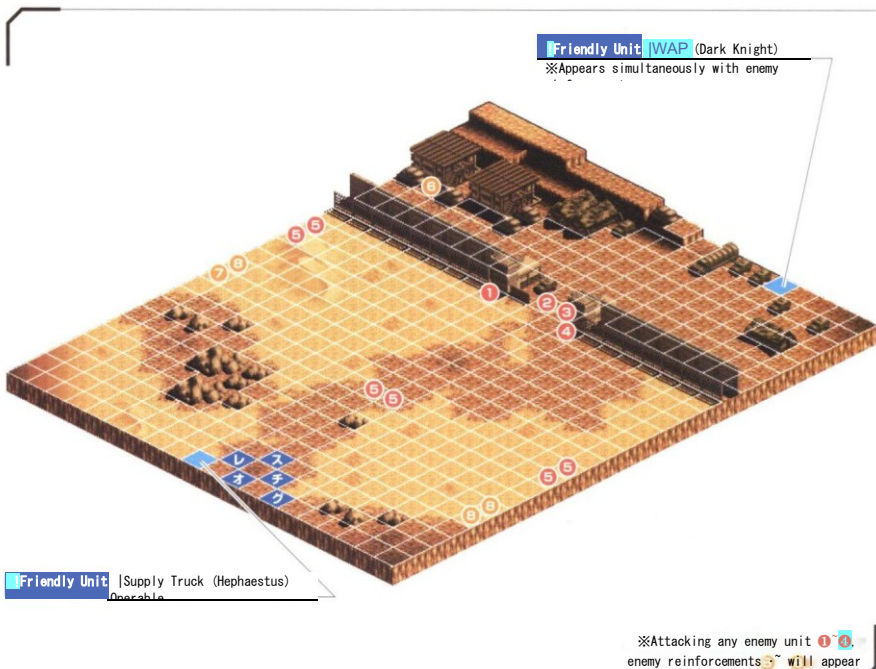
10 (5)

Clear Reward

H\$10,000

Maximum Destruction Bonus

H\$14 **115**



OUTLINE OF STRATEGY

Key Points for Execution

- Most enemy units possess both weapons and resistances of the Fire/Heat attribute
- Enemy reinforcements appear during combat with specific enemy units
- Dark Knights appear as friendly units

Recommended Elemental Defense: Fire Resistance

Most enemy units that appear have high attack power and are equipped with weapons possessing the Fire/Heat attribute. To minimize damage, it's advisable to set your units'



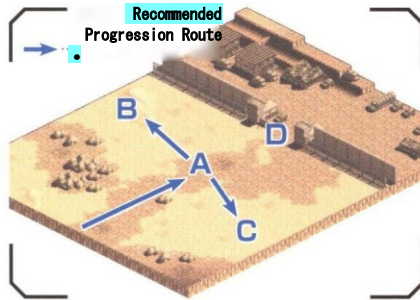
t-Enemy units' flamethrowers deal extremely high. Use shield defense to reduce damage.

Tactics

基本戦略

Time the enemy reinforcements

First, move all units to Point A and engage the central enemy unit. This will draw enemy units other than ① to ④ to Point A. will gather at Point A. Intercept them. After defeating all enemy units, attack any enemy unit from ① to ④. enemy reinforcements will arrive immediately afterward, and an allied Dark Knight will appear. If your units do not get too close to Point D, the Ifrit marked ⑥ and enemy units ① will begin moving toward the Dark Knight. Time this and assign your units to points B and C to handle the enemy



Point

ポイント解説

Use ranged attacks to destroy enemy unit arms

The flamethrowers equipped by enemy units ①~③ and ⑤ possess high attack power capable of destroying parts of your units in a single hit. Attacking carelessly is dangerous, so use ranged attacks to When you can't destroy the arm completely, If you can't destroy the arm completely, you can send an ally unit that knows Duel..



• Use guides or duel equip enemy unit weapon equipped.

Unit Data

Unit Data									
No. Attribute	Machine			Weapons/Shield				Pilot Ability	
	Machine Name	HP	L.Arm	Left Arm Weapon	Right Arm Weapon	Right Shoulder Armament	Shield Armament	Fight	Agility
	Pilot Name	HP	R.Arm	L.Legs	Right Arm Weapon	Right Shoulder Armament	Shield Armament	Short	Long

Enemy Unit

①	PRISOMEA	21	132	78	FT(1X61)	F	99	1-1	SH(12)	One	One	14	18	13	15
②	Salamander	930	78	108	Arm(1 X22)	H	99	1-1	SH(12)	One	One	—	—	—	—
③	PRISOMEA	21	132	78	FT(1X61)	F	99	1-1	SH(12)	One	One	14	18	13	15
④	Amy	930	78	108	Arm(1X22)	H	99	1-1	SH(12)	—	—	—	—	—	—
⑤	PRISOMEA	21	132	78	FT(1 X61)	F	99	1-1	SH(12)	One	One	14	18	13	15
⑥	Ukobach	930	78	108	Arm(1 X22)	H	99	1-1	SH(12)	—	—	—	—	—	—
⑦	PRISOMEA	21	132	78	FT(1 X61)	F	99	1-1	SH(12)	One	One	14	18	13	15
⑧	Shaytan	930	78	108	Arm(1X22)	H	99	1-1	SH(12)	1	One	—	—	—	—
⑨	TYPE 65	20	132	78	Arm(1 x 22)	a	99	1-1	MS(3X20)	2	3-6	13	13	18	18
⑩	Missileer	905	78	108	Arm(1X22)	H	99	1-1	RK(2X21)	3	3-6	—	—	—	—

Enemy Reinforcement Unit

⑪	X-21	24	110	60	FT(1X61)	—	99	1-1	One	One	One	13	20	20	15
⑫	Ifrit	1250	60	75	FT(1X61)	—	99	1-1	MS(3X20)	2	3-6	—	—	—	—
⑬	TYPE 90	21	168	120	MG(Sx11)	K	99	1-1	—	—	One	14	18	11	15
⑭	Attacker	900	120	114	Arm(1X35)	H	99	1-1	—	—	One	—	—	—	—
⑮	TYPE 65	20	132	78	Arm(1X22)	H	99	1-1	MS(3X20)	2	3-6	13	11	18	15
⑯	Missileer	905	78	108	Arm(1 x 22)	H	99	1-1	RK(2X21)	3	3-6	—	—	—	—

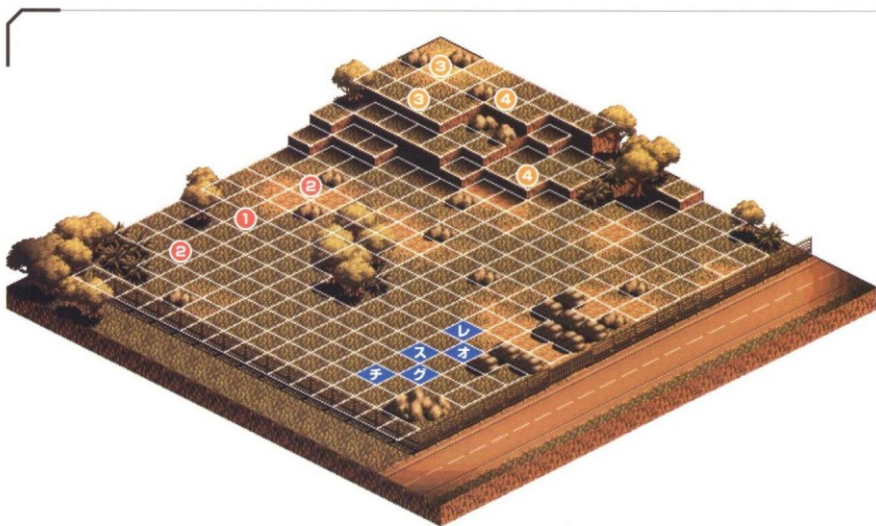
MISSION 32

Vampire Unit Test Protocol

The operation to eliminate the Vampires is imminent. To ensure its success,, participate in testing the prototype weapons for the Bloodsucking Unit.

Victory Condition: Shoot down all enemies
Storm Unit shot down

Defeat Condition:



Items Obtained Upon MISSION Clear	
1周目	SEAKING [Large Mobile Weapon]
2周目	SEAKING+1 [Large Mobile Weapon]
3周目	GAUFI +1 [Large Mobile Weapon]

Obtained only if cleared within 6 turns

All enemy units initially appearing will trigger enemy reinforcements: will appear.

OUTLINE OF STRATEGY

Key Points for Execution

- Enemy units equipped with weapons possessing two different attributes will appear. Defeating all enemies triggers enemy reinforcements.
- Clear within 6 turns to obtain parts.

Kangjo [Attribute Defense] / Ko [Penetration Attribute]

Enemy units equipped with weapons possessing both Piercing and Heat attributes will appear. Enemy units equipped with

UNITS STATUS		PILOT STATUS	
Name: PRISONER	-Flow-	Name: Remake	1st 21
Body: 132 / 132		HP: 14	1450
Left Arm: 84 / 84		Short: 15	2550
Right Arm: 84 / 84		Long: 13	1250
Left: 106 / 106		PHY: 15	1550
move: 22	Ge 6%	Total:	6800
status:			
Name: PRISONER	-Name-	-bullet-	-Costs-
Body			
L. Grip	TYPE45 C1	9 / 99	1 - 1
R. Grip	TYPE45 C1	9 / 99	1 - 1
L. Shoulder			
R. Shoulder			

Most enemy units have a range of 1. Prepare ranged weapons that can engage without risking

Tactics

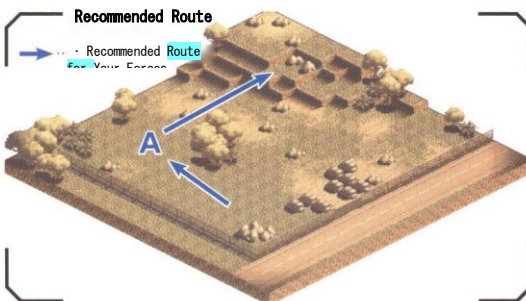
基本戦略

Take out enemy units one by one as they

First, move your forces to Point A and attack approaching enemies ❶ and ❷. Since ❶ and ❷ only have weapons with a range of 1, so attack them from a distance to avoid counterattacks..

Enemy reinforcement ❸ is a tough enemy with high HP and defense.. However, they also only have weapons with a range of 1, so reduce its HP with ranged weapons and

Recommended Route



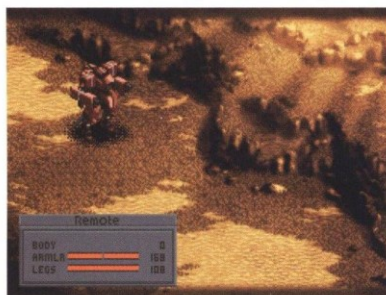
132:

Point

ポイント解説

Clear within 6 turns to obtain the large mobile weapon.

In this mission, destroy all enemy units, including reinforcements, within 6 turns. to receive a large mobile weapon from Lykov.. Opportunities to obtain large mobile weapons is low, so you'll definitely want to get it. To do so, advance one or two units toward where enemy reinforcements will appear. After the enemy reinforcements appear,



Experience Points Gained will decrease, but Guide and Dueling Enemy Y by destroying the enemy unit's torso you can defeat them quickly.

Unit Data

		HP			Weapon/Shield				Pilot Capability	
Machine Name		Body	L Arm		Left Arm Armament	Left Shoulder Armament			Short/L Long/Agility	
No. Attribute	Pilot Name	Machine	Legs		Right Arm Weapon	Right Shoulder Armament			Skill	
Enemy units										
❶	PRISOMEA	21	132	84	CN(3X20)	99	1-1		14	18 13
	Remote	935	84	108	CN(3X20)	99	1-1			-
❷	PRISOMEA	21	132	84	CN(3> <20)	Book	99	1-1	14	18 13
	Remote	935	84	108	CN(3> <20)	3F	99	1-1		1
敵増援ユニット										
❸	SEAKING	21	580	One	MG (4x19)	60	99	1-1	14	18 13
	Remote	1125	One	-	-	-	One	One		One
❹	ARPEGGIO	20	144	96	Arm(1 X25)	11	99	1-1	MS(3X24)	13
	Remote	900	96	120	Arm(1X25)	11	99	1-1	One	One

MISSION 33

Airborne Base Kyonggi

A strategy to simultaneously attack the two Vampire bases is deployed. Rain, who attacked the enemy air Rain, who attacked the enemy airbase, reunites with

Victory Condition: Shoot down all enemies

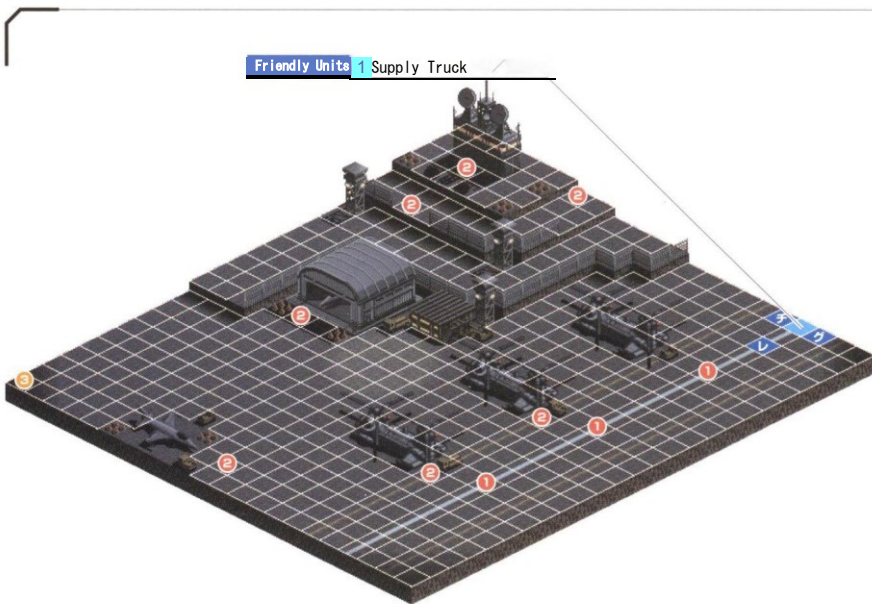
Defeat Condition: Rain's aircraft is shot down

Enemy Unit Deployment Count

Maximum Destruction Bonus

10(1) Clear Reward N\$3000

H\$0321



※Defeat any one enemy unit
Enemy Reinforcements will

OUTLINE OF STRATEGY

Key Points for Mission Success

- This mission requires Rain, Champ, Gray, and Hephaestus ■Enemy reinforcements appear after downing one enemy unit
- Dragons retreat when their total HP falls below 60%

Recommended Defense Attribute = Penetration Resistance

Only Rain, Champ, Gray, and Hephaestus can be deployed. Note that clearing this mission immediately Mission 34 will begin immediately. (P. 154) should also be set to Fire/Heat beforehand



1. All enemy units possess heat resistance. should be equipped with

Tactics

基本戦略

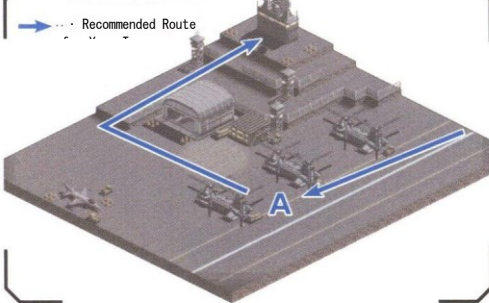
Clear enemy units while advancing toward the control tower

The operation is extremely simple. Aim for the control tower and take out any enemy units in your path.

Advance by first sending Gray forward to attack

Moved to a location adjacent to both In and Champ. and at the start of each turn, I want to restore HP to each body part Since there are few combat units, losing friendly units makes clearing the stage difficult.. Take down enemy units one by one as you

Recommended Route



1. Prioritize attacking enemies with high WAP..

SK 爵@W 帝时 駁 恥 脇

Point

ポイント解説

Take the initiative from outside the Dragoon's range.

⑤ After appearing, the Dragoon will immediately head straight for you, likely encountering you near point A. near point A. The Dragoon's movement range is 6 squares, so it will likely appear around point A. has a movement range of 6 squares, so take the initiative from a location 7-8 squares away.. When the Dragoon's total HP falls below 50%, will retreat once its total HP falls below



• Dragoon is Tant and First enemy.. If possible, attack to force its retreat..

Unit Data

				HP		Weapon/Shield						Pilot Ability					
Machine Name				Body	L.Arm	Left Arm Armament			Left Shoulder Armament			Fight		Short	Long	Agility	
Pilot Name				R.Arm	Item	Right Arm Armament			Right Shoulder Armament					Skill			
Enemy Unit																	
	Armored Car	21	50	—	MG (5x9)	60	99	1-1	One		One	One	14	18	9	15	
	Attacker	312	1	—	—	—	One	—	—		One	One	One				
	PRISOMEA	21	132	78	Arm (1 X22)	11	99	1-1	One		—	One	14	18	9	15	
	Attacker	930	78	108	MG (5x11)	60	99	1-1	1		One	One	One				
Enemy Reinforcement Unit																	
	X-24	25	145	90	RD (1 X90)	—	99	9-9	SH (21)		One	One	24	16	13	16	
	Dragoon	1875	90	120	Arm (1x27)	H	99	1-1	SH (21)		—	—	Stun Lv2/First Lv2				

MISSION 34 要塞

With the Dark Knight's guidance, Storm attacked the fortified factory. However, another Vampire, who had seen through the betrayal of his comrades,

Victory Condition: **Destroy all containers**

Defeat Condition: Storm's craft is **shot down**

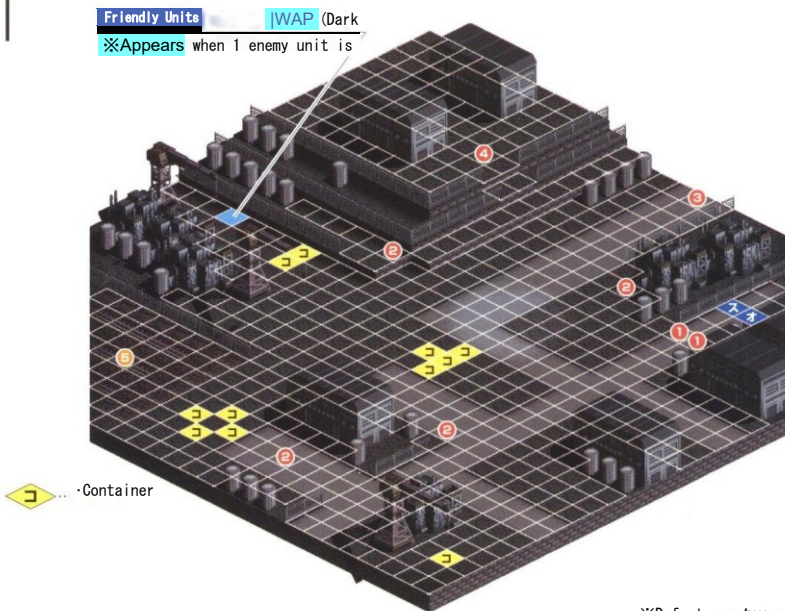
Enemy Unit Deployment Count 8 (1)

Clear Reward H\$3000

Maximum

Destruction Bonus HS10824

Friendly Units IWAP (Dark)
※Appears when 1 enemy unit is



◇...Container

※Defeat any two enemy units
Enemy Reinforcements will

OUTLINE OF STRATEGY

Key Points for Mission Execution

• No intermission; cannot save before mission • Mission carried out by two members: Storm and Odd Eye

■Defeating one enemy unit summons a Dark Knight; defeating two units summons enemy reinforcements

Recommended Defense Attributes 77 Fire/Heat Resistance

In consecutive missions from the previous mission, You won't be able to set up or save before starting.. Only Storm and Odd-

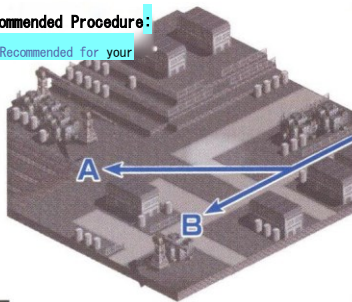


1. In the hangar before Mission 33, equip equipment with heat resistance.

Prioritize destroying the container over scattered units!

Recommended Procedure:

-A --Recommended for your



Concentrating fire on the torso is

If the Dark Knight is shot down, the demons' will shift its focus to the S-u-m-m-e-r-m-a-n-n-e-m-o-n-s demons can act twice per turn, so they will and launch powerful attacks.. Since it also possesses close-range skills,, use the Guide to focus fire on its torso from long range and aim for a swift aim for an early takedown.



• Demons resist piercing Attack. If targeting with the guide, If aiming with the guide, use a rifle should be used over shoulder.

Unit Data -

MISSION 35

Hell's Bridge

The successful raid on the enemy stronghold has severed their forces, and secure the groundwork for a decisive push into the final operation.

Victory Condition: Shoot down all enemies

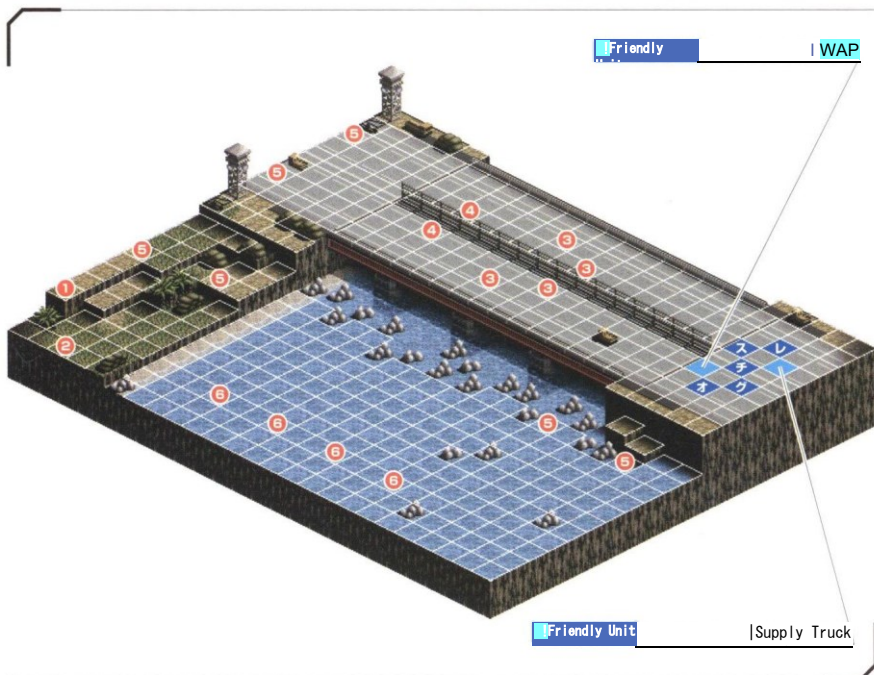
Defeat Condition: Storm Unit is shot down

Enemy Unit Deployment Count: 18

Maximum Destruction Bonus

Clear Reward: HS10000

HS15465



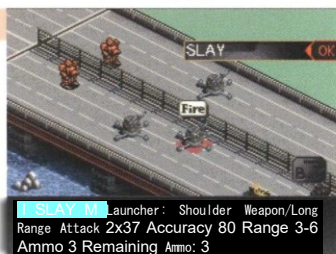
OUTLINE OF STRATEGY

Key Points for Execution

- Roy (Dark Knight) appears as an allied unit
- Numbers will retreat when either unit's total HP falls below 70% · Both Numbers units will retreat

Recommended Attribute **Defense** F Fire Resistance

New parts have been added to the hangar, so be sure to check them before starting a mission and set up your WAP before starting the mission. The map features terrain types **No. 11**

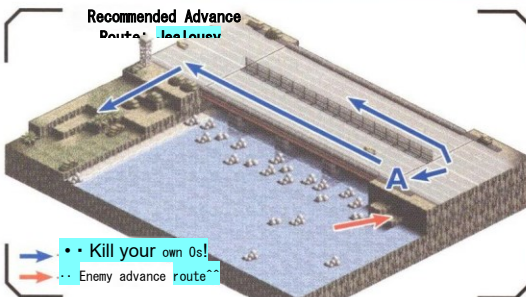


Tactics

基本戦略

Launching a two-front operation against our forces

All enemy units except Numbers will advance toward us from turn 1. Divide your forces into two groups. One group will advance from the river to intercept enemy WAPs and helicopters near the A near Point A. The other unit should attack the and cross the bridge on the spot to intercept to engage enemy units crossing the bridge. enemy will frequently use long-range attacks Use Chaff on your own



35:

Point

ポイント解説

To take down the Numbers, aim for the torso

After clearing out the helicopters and gun emplacements, Prepare for combat with the Numbers by stocking up on and healing items to restore your units' HP.. The Numbers will not move within 4 squares of you. to move unless you get within 4 squares of them. For a safe fight, attack them from a distance to take them out quickly. If the total HP of either side falls below 70%, the other will retreat



If aiming for a kill, Prioritize evasion over demons They have lower HP and HP Goons first Shots

Unit Data

			HP			Weapons/Shield					Pilot Ability		
Attribute	Machine Name	Lv	Body	L.Arm	Left Arm Armament		Left Shoulder Armament			Fight Short Long Agility I			
	Pilot Name Reward		R.Arm	Legs	Right Arm Armament		Right Shoulder Armament			Skill			
Enemy Unit													
	X-19	30	160	90	FT (1 X68)	99	1-1	RK (3X30)	3	3-4	16	24	
	Demon	2125	90	120	FT (1x68)	99	1-1	SH (21)	One	-	Switch Lv2/Speed Lv2		
	X-24	25	145	90	PB (1X90)	99	1-1	SH (21)	One	One	24	16	
	Dragoon	2125	90	120	Arm (1X27)	99	1-1	SH (21)	1	One	Stun Lv2/First Lv2		
	TWIN FORCE	21	80	One	BZ (1 X61)	99	1-4	One	One	-	14		
	Remote	850	One	One	-	-	One	-	One	One	One		
	ZINC	21	162	108	MG (3x20)	99	1-1	-	-	One	14	18	
	Attacker	940	108	144	MG (3x20)	99	1-1	One	One	One	One		
	RATMOUNT	21	168	102	Arm (1X25)	99	1-1	MS (2X37)	3	3-6	14	13	
	Missileer	960	102	144	Arm (1x25)	99	1-1	MS (3X24)	3	3-6	-		
	HAH04 CASSOW	21	150	One	One	One	-	MS (2X37)	FT	3	3-6	14	
	Helicopter	575	One	One	MG (5x9)	99	1-1	One	One	One	One		

MISSION 36

Vampire

The enemy deploys their trump card onto the battlefield. Until the completion of the unit known as the "B Weapon," The unit is forced to change its

Victory Condition: Shoot down Numbers down Rain's unit.

Enemy Unit Deployment Count

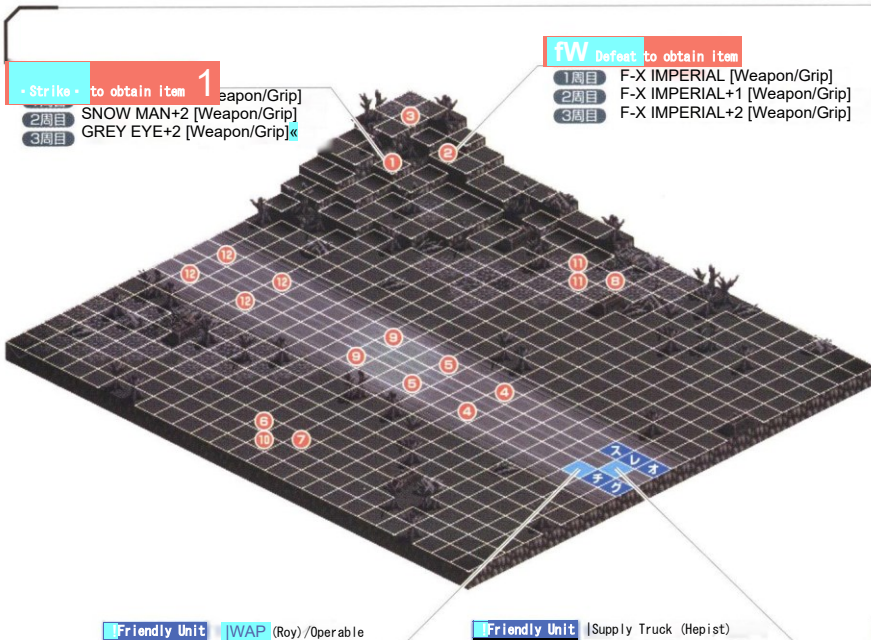
Enemy Unit Deployment Count

10

Defeat Conditions: Shoot down Storm's unit. Shoot

Clear Reward: US\$2000

Maximum



OUTLINE OF STRATEGY

Key Points for Mission Success

• Roy appears as an allied unit

■ x-O O cannot be damaged

• Mission cleared by shooting down the Demon unit

[Recommended Defense Attributes]Coil Resistance/Piercing Attributes IF Fire Resistance/Heat Attributes

Approximately half of enemy units wield Fire/Heat-attribute weapons. Therefore, the basic strategy is to prioritize Fire/Heat resistance is generally good, but for allied units



Defeat the demon to clear the mission. Aim to defeat the Lagoon first and acquire items.

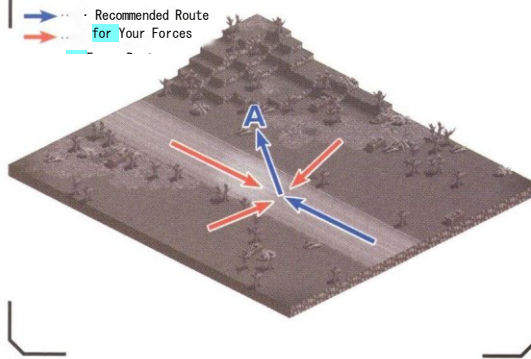
Tactics

基本戦略

Minimize friendly casualties and swiftly

First advance your units, then immediately engage enemy forces. initiate combat with enemy forces. helicopter units, deploy a Stun-type unit with piercing resistance to provoke close-range attacks and destroy them with counterattacks. Also, target the enemy WAPIS torsos at positions 6, 7, and 10 to aim for a quick resolution. The large mobile weapons at 10 and 10 are threatening but has limited mobility, so there's little risk of being surrounded so it can be dealt with later.

Recommended Route



36:

Unit Data

		HP			Weapon/Shield			Pilot Ability								
No.	Machine Name	Body		LArm	Left Hand/Armament		Left Shoulder/Passive		Fight Short Long Agility							
		Pilot Name	IRArm	Legs	Right Arm Armor		Right Shoulder		Skill							
Enemy Units																
	X-19	30	160	90	FT (1 X68)	99	1-1	RK (3X30)	-	99	3-4	16 24	24 20			
	Demon	-	90	120	FT (1x68)	99	1-1	SH (21)	-	-	-	Switch Lv2Z Speed Lv2				
	X-24	25	145	90	PB (1 X90)	99	1-1	SH (21)	-	-	-	24 16	13 16			
	Dragoon	-	90	120	Arm (1 X27)	H	99	1-1	SH (21)	-	-	Stun Lv2/First Lv2				
	X-00	33	300	190	Arm (1 X70)	3	99	1-1	-	-	-	28	9	9	48	
	Unknown	1	190	240	Arm (1X70)	K	99	1-1	-	-	-	One				
	Armored Car	21	50	1	MG (4x15)	C	99	1-1	-	-	-	14	18	13	15	
	Attacker	312	-	-	One	-	One	-	-	-	-	One				
	M.B.T	22	300	One	BZ (1X61)	H	99	1-4	-	-	-	14	-	10	15	
	Attacker	575	-	-	One	-	One	-	-	-	-	One				
	ZINC	21	162	108	MG (3x20)	C	99	1-1	-	-	-	14	18	13	15	
	Attacker	940	108	144	MG (3x20)	C	99	1-1	-	-	-	-				
	TYPE 67C	21	132	102	BZ (1X61)	H	99	1-4	-	-	-	14	18	13	15	
	Attacker	980	108	132	MG (3x20)	C	99	1-1	-	-	-	One				
	GLOSTER	24	120	70	MG (5x15)	C	99	1-1	-	-	-	13	20	20	15	
	Attacker	2950	70	100	MG (5x15)	C	99	1-1	-	-	-	-				
	SAM Launcher	20	100	One	One	-	-	MS (3X24)	-	3	3-6	13	13	-	18	15
	Missileer	625	-	1	-	-	-	MS (2X37)	-	3	3-6	One				
	RATMOUNT	21	168	102	Arm (1 X25)	H	99	1-1	MS (2X37)	-	3	3-6	14	13	15	15
	Missileer	960	102	144	Arm (1x25)	B	99	1-1	MS (3X24)	-	3	-	3-6	One		
	GLOSTER	24	120	70	MG (5x15)	C	99	1-1	-	-	One	One	15	20	20	15
	Missileer	2950	70	100	MG (5x15)	C	99	1-1	1	-	One	One	One	One		
	HAH04 CASSOW	21	150	One	One	-	One	MS (2X37)	-	3	3-6	13	16	-	10	15
	Helicopter	575	-	-	MG (5x9)	C	99	1-1	One	-	One	One	One			

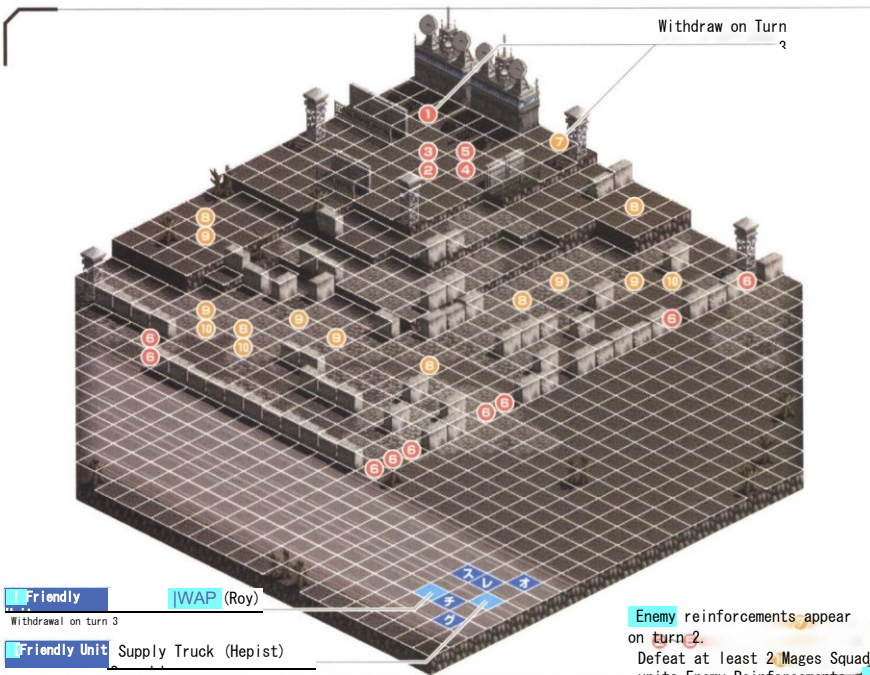
MISSION 37

Mage Corps

The escape location of the B2 prototype has been identified. The enemy fortress once guarded by

Victory Conditions: Shoot down the Mage Squadron. Shoot down X-00.

Defeat Conditions: Shoot down



Friendly [WAP] (Roy)

Withdrawal on turn 3

Friendly Unit Supply Truck (Hepist)

Enemy reinforcements appear on turn 2.

Defeat at least 2 Mage Squad units. Enemy Reinforcements

OUTLINE OF STRATEGY

Key Points for Mission Success

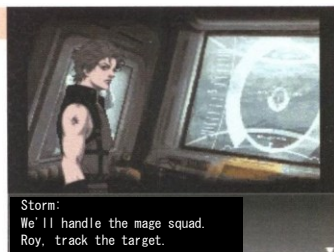
■ X-00 cannot be shot down

■ After 14 enemy reinforcements appear, either shoot down all of them or defeat 3 or more and 4 turns have passed, the mission is cleared

[Recommended Attribute Defense] 2 Penetration Resistance

Attributes

All map terrain is wasteland. Set your legs to hover type



Storm:
We'll handle the mage squad.
Roy, track the target.

1 and 2 will leave the map on turn 3, and Roy, an allied unit, will also

Tactics

基本戦略

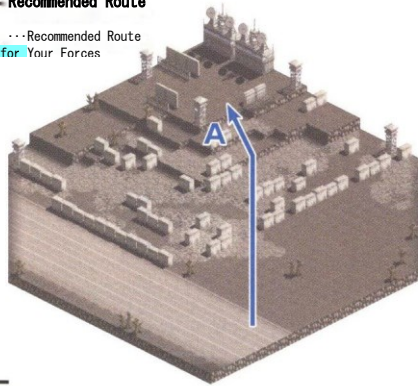
L Evade the encirclement · Survival is

Numbers will approach when friendly units enter Point A. They will approach when your units enter Point A. Use Flash to immobilize them as they approach to halt their movement and attack. They may be using Chaff, so be sure to check before launching a ranged before attacking from a distance..

After shooting down two Numbers, will appear to surround your units.. The enemy numbers are high, but if you shoot down three of them, the mission will be cleared four turns later. the mission will be cleared. Until then, to avoid being

Recommended Route

--- Recommended Route for Your Forces



n 37

Unit Data

Unit	Machine Name	Body	LArm	Weapons/Shield				Pilot Ability		
				Left Arm Armament	Left Shoulder Armament	Fight	Short	Long	Agility	
Card	Pilot Name	R.Arm	R.Shield	Right Arm Weapon	Right Shoulder Armament	Skill				
Enemy Unit										
17	X-00	33	300	190	Arm(1 X70)	Ko	99	1-1	One	28 91 9 48
	Unknown	1	190	240	Arm(1X70)	Ko	99	1-1	One	—
17	X-11	30	160	112	RF(1 X68)	Ko	99	2-4	1	18 24 24 18
	Necromancer	One	112	130	Arm(1X28)	SH(21)	99	1-1	SH(21)	Guide Lv2
17	X-15	30	160	112	MG(3x24)	3	99	1-1	1	18 24 24 18
	Shaman	—	112	130	MG(3X22)	Ko	99	1-1	SH(21)	Switch Lv2/ Speed Lv2
17	X-18	30	160	112	PH(1X52)	2	99	1-1	SH(21)	24 18 24 18
	Druid	—	112	130	PH(1X52)	2	99	1-1	SH(21)	Double Lv2 First Lv2
17	X-22	30	160	112	RF(1 X68)	Co	99	2-4	1	18 24 24 18
	Witch	1	112	130	Arm(1 X28)	H	99	1-1	SH(21)	Guide Lv2
17	TWIN FORCE	23	80	One	BZ(1X61)	BF	99	1-4		14 1 23 1 4 16
	Remote	850	—	—	1	—	One	—	—	—

Enemy Reinforcement Unit

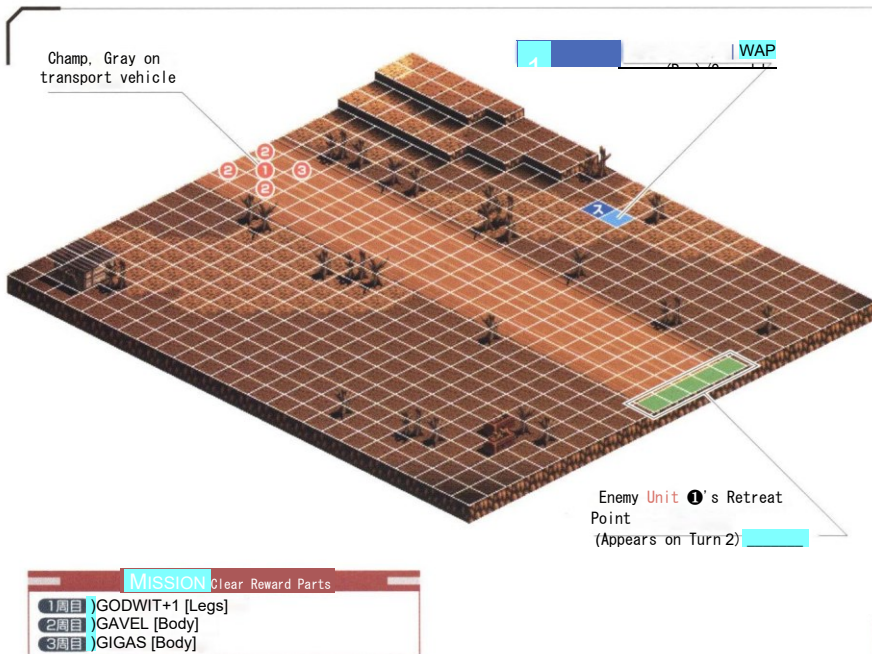
17	HAH04 CASSOW	23	150	One	One	One	One			14 23 14 16
	Attacker	1	—	—	One	—	—			One
17	ZINC	23	162	108	MG(3> <20)	3	99	1-1		14 23 1 4
	Attacker	940	108	144	MG(3> <20)	Ko	99	1-1		One
17	GLOSTER	23	120	70	MG(SX15)	Co	99	1-1		14 23 1 4
	Attacker	2950	70	100	MG(SX15)	3	99	1-1		One
17	RATMOUNT	23	168	102	Arm(1 X25)	Co	99	1-1	MS(2X37)	14 23
	Missileer	960	102	144	Arm(1 X25)	B	99	1-1	MS(3X24)	One

MISSION 38

Rescue Rescue

To rescue the four captured comrades, Storm requests the commander to terminate the mercenary contract. But Falcon, on the contrary, encourages him

Victory Condition: Shoot down all enemies except vehicles Defeat Condition: Storm's craft is shot down. Enemy vehicles retreat.



MISSION Clear Reward Parts	
1周目	GODWIT+1 [Legs]
2周目	GAVEL [Body]
3周目	GIGAS [Body]

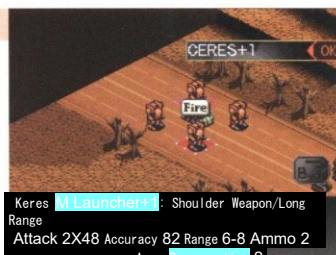
OUTLINE OF STRATEGY

Key Points for Execution

- Roy appears as an allied unit
- The transport vehicle carrying Champ and Gray cannot be attacked
- Enemy WAPs move while escorting the transport vehicle

[Recommended Defense Attributes] 3 Penetration Resistance Attributes

Rain's injuries haven't healed, so he can't participate in the mission. Roy appears as an ally in her place., so mobility is crucial. Hover-type units like GODWIT with high movement



1. Roy's shoulder equipment is the long-range CERES. without getting close.

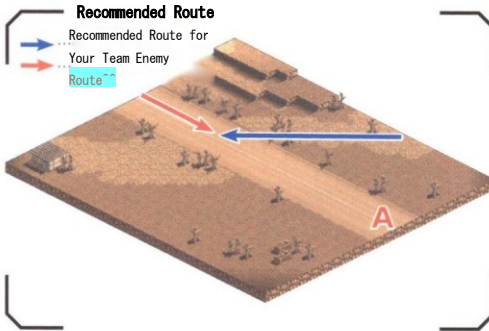
Tactics

基本戦略

Block the enemy's path

You cannot attack Transport Vehicle ❶ from here, they won't attack you either. They simply move toward point A, so move your own units to surround the transport vehicle on its path. your units to surround the transport vehicle and. For the enemy WAP escort,

, inflict as much damage as possible with ranged attacks. Once adjacent, inflict damage through counterattacks.. There are only four enemy units, and no enemy reinforcements will appear, so as long as you don't misjudge the transport vehicle's movements,



The transport vehicle, its path blocked, has no choice but to detour left or right.. Use that time to

n 38

Point

ポイント解説

Prioritize destroying enemy WAPs equipped with shotguns!

Among the enemies, you must be wary of equipped with a shock-attribute shotgun. Equip a negative attribute. For your own units' attribute defense, are recommended to be piercing-resistant, but you'll take painful damage from this enemy. Prioritize targeting the enemy and eliminate it before it attacks. before it can attack. Since 0 is equipped with a machine gun, so you shouldn't



Prioritize destroying the arm
Prioritize destroying the arms holding weapons will

Unit Data

				Weapons/Shields				Pilot Ability			
No. Attribute	Machine Name	Body	L Arm	Left Arm Weapon	Right Arm Weapon	Right Shoulder Armament	Fight	Short	Long	Agility	Skill
	Pilot Name	Leas									
Enemy Unit											
❶	Armored Car	23	50	—	MG(3x22)	06	99	1-1			14 23 14 16
	Attacker	One	—	One	One	One	One	One			One
❷	ARPEGGIO	23	144	96	MG(3X19)	06	99	1-1	—		14 23 14 16
	Attacker	915	96	144	Arm(1 X25)	B	99	1-1	—		One
❸	ARPEGGIO	23	144	96	SG(6X5)	H	99	1-1		1	14 23 14 16
	Attacker	915	96	144	Arm(1 X25)	H	99	1-1		One	One

MISSION 39

Chaos Weave

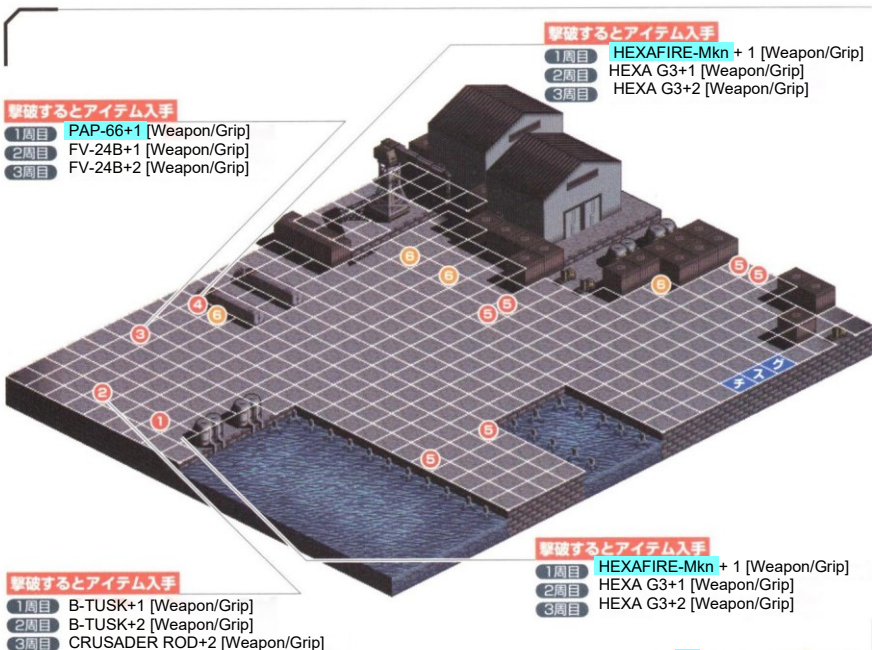
Roy's desperate investigation reveals the locations of Odd Eye and Hephæstus. Information also indicates strange movements among the Vampires,

Victory Condition: Shoot down all enemies

Defeat Condition: Storm unit destroyed

Enemy Unit Deployment Count 10(4)
Maximum Destruction Bonus

Clear Reward H\$0
H\$16 770



Enemy reinforcements appear on

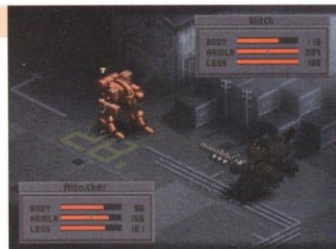
OUTLINE OF STRATEGY

Key Points for Execution

- Participants: Stom, Champ, Gray ■ Enemy reinforcements appear on turn 3
- Enemy reinforcements will go berserk and attack indiscriminately, friend or foe

Recommended Attributes: Defense J, Penetration Resistance

Since the enemy's weapons are all piercing, all three units should be unified with piercing resistance attributes. Even so, the enemy numbers are high and damage will accumulate, so avoid



■ Rampaging enemy WAPs will attack Numbers.. Aim to destroy them when they're

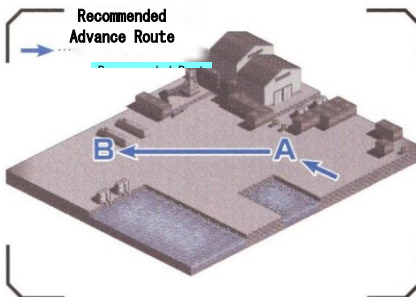
Tactics

基本戦略

Advance while healing as enemy reinforcements appear

First, advance the SL-1M and Champ units to Point A by the third turn. Reduce the number of enemy units to two or three. Use long-range attacks to strike first and inflict damage and shoot them down with close-range attacks if they get too close.

Enemy reinforcements appear on turn 3, but they go berserk and start attacking Birds or large mobile suits like the O. This will the enemy units' targets shift away from your own units. Use this opening to recover damage with healing items while heading for Point B.



139:

Point

ポイント解説

Always defeat Numbers with the Storm Squad

Defeating Numbers yields parts. All are extremely high-performance weapons, but once the Numbers are shot down, you can no longer obtain them. Wait near Point B for the Numbers' and aim for the timing to destroy it. to destroy it. Note that the Mage Corps' units have self-repair capabilities,, so even if you destroy parts, they will gradually recover. To ensure a kill, aim for



❶ and ❷ should avoid engaging ○... Use Flash to neutralize them.

Unit Data

Attribute	Machine Name	Body	L Arm	Weapons/Shield		Pilot Ability	
				Left Arm Weaponry	Left Hand Armament	Fight Short Long Agility	
	Price	Leg		Right Arm Weaponry	Right Shoulder Armament	Skill	

Enemy Units

①	X-11	30	160	112	RF(1 X68) Gg	99	2-4	One	One	—	18	24	24	18
⑦	Necromancer	2500	112	130	Arm(1 x 28) Gg	99	1-1	SH(21)	One	—	Guide Lv2			
②	X-18	30	160	112	PB(1 X50) Gg	99	1-1	SH(21)	—	—	24	18	24	18
②	Druid	2500	112	130	PB(1 X50) Gg	99	1-1	SH(21)	—	—	Double Lv2 First Lv2			
⑤	X-15	30	160	112	WG(3x24)	99	1-1	One	One	—	18	24	24	18
⑦	Shaman	2500	112	130	MG(3X22) ㊦	99	1-1	SH(21)	—	—	Switch Lv2 Speed Lv2			
④	X-22	30	160	112	RF(1 X68) Gg	99	2-4	One	One	—	18	24	24	18
⑦	Witch	2250	112	130	Arm(1 X28) H	99	1-1	SH(21)	One	—	Guide Lv2			
⑤	CLINTONTYPE	23	310	One	MG(3X19) Gg	99	1-1	One	—	—	14	24	13	15
⑤	Attacker	500	One	One	One	99	One	—	—	—	—			

General Reinforcement Units

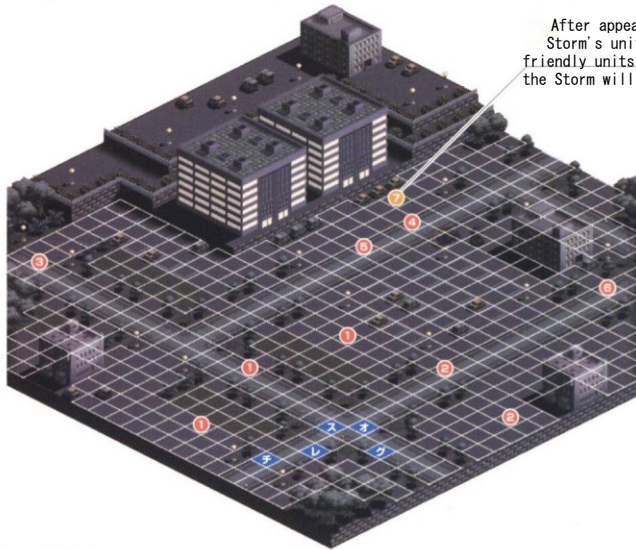
⑤	TYPE67	23	132	96	CN(2X34) Kg	99	1-1	One	One	—	14	24	13	15
⑤	Attacker	1005	96	132	CN(2X34) 2H	99	1-1	—	—	—	One			

MISSION 40

Memory

The enemy's base is Grayrock. Not only Odd Eye and his crew, but also the enemy leader has been confirmed at the medical facility. Proceed with the

Victory Condition: Shoot down all Defeat Condition:
 Enemy Unit Deployment Count 9(1) Hard H\$5000 Maximum Des



MISSION Clear Reward Parts	
1周目	KAGIROI [Weapon/Grip]
2周目	KAGIROI+1 [Weapon/Grip]
3周目	KAGIROI+2 [Weapon/Grip]

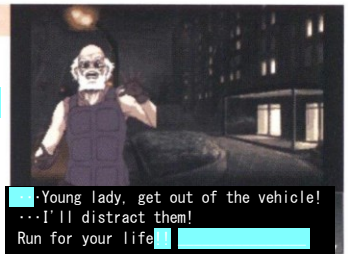
※All enemy units initially present will trigger enemy

OUTLINE OF STRATEGY

Key Points for Mission Execution

- Rain and Odd Eye return to the front lines
- Enemy reinforcements appear after all enemies are eliminated
- After Lich appears, all friendly units except Storm must retreat

[Recommended Defense Attributes] Coil Resistance, Penetration Attributes



In a certain event, supply vehicles

New parts have been added to the hangar. only three units can be become unusable starting from this

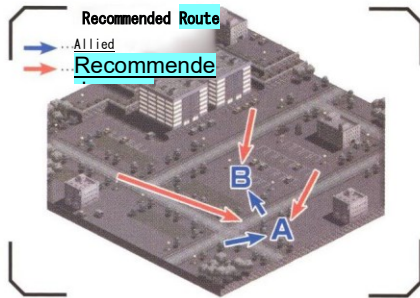
Tactics

基本戦略

Engage in a diversionary battle while drawing the enemy closer

After **mission** start, head to Point A and quickly destroy the enemy WAP equipped with long-range weapons **equipped** with long-range weapons. enemy WAPs have a range of 1, so take position at Point A and intercept them as they as they approach.

When only one enemy unit remains, prepare for the appearance of O and restore the HP of the Su-30 fighter. (The Su-30 is a unit that acts **twice per turn**. A unit that acts **twice** per turn. It waits at Point B, then immobilize and attack approaching enemies with Flash.



Point

ポイント解説

Protect the two units that cannot be set up

Rain and Odd Eye are returning to the front lines for the first time since **Mission 3F**. Since they couldn't be set up during this period, so their performance is slightly lower. They may struggle even against ①, so keep them back and focus on long-range attacks. The enemy will target Rain's unit. Use this to your advantage by having them shuttle back and forth



Use the Storms to take out the between Rain and Odd and the enemy. to

Unit Data

		ゼーP		Weapon/Shield		Pilot Ability									
No. Attribute	Machine Name	Body	L Arm	Left Arm Weapon	Left Shoulder Armament	Fight Short	Long	Agility							
	Pilot Name	R Arm	Legs	Right Arm Weapon	Right Shoulder Armament	Skill									
Enemy Unit															
①	DRGEL	24	150	108	MG(3x22)	Cd	99	1-1	One	One	13	26	14	15	
	Attacker	990	108	120	Arm(1x35)	H	99	1-1	One	One	One	One	One	One	
②	ZEROA	25	156	108	Arm(1X30)	H	99	1-1	One	One	One	14	25	17	
	Missileer	1045	108	120	Arm(1X30)	H	99	1-1	MS(3X25)	2	4-8	One	One	One	
③	X-OOa	24	300	190	Arm(1 X70)	7F	99	1-1	—	—	—	26	13	14	15
	Attacker	1625	190	240	Arm(1 X70)	7F	99	1-1	—	—	—	—	—	—	—
④	X-OOb	24	300	190	Arm(1 X70)	7F	99	1-1	—	—	—	26	13	14	15
	Attacker	1625	190	240	Arm(1 X70)	3F	99	1-1	—	—	—	One	—	—	—
⑤	X-OOc	24	300	190	Arm(1 X70)	Ko	99	1-1	—	—	—	26	13	14	15
	Attacker	1625	190	240	Arm(1 X70)	Ko	99	1-1	—	—	—	—	—	1	—
⑥	X-OOd	24	300	190	Arm(1 X70)	3F	99	1-1	—	—	—	26	13	14	15
	Attacker	1625	190	240	Arm(1X70)	7F	99	1-1	—	—	—	—	—	One	—
Enemy Reinforcement Unit															
⑦	X-20	28	160	112	MG(3x24)	Cd	99	1-1	SH(21)	—	—	14	26	22	15
	Lich	2500	112	130	RD(1 X42)	H	99	1-1	One	—	—	Switch Lv2/Speed Lv2	—	—	—



The
difference

Katsuo Saishun

MISSION 27 ~ MISSION 40

Tsurihana

Up to Mission 40, various **ARTASSAUT** are added, but the recommended one is added. When configuring WAP parts, prioritize output : **ARTASSAUT** is obtainable from Mission 35 or. It and HP. For weapons, machine guns with similar : strikes a good balance between attack power and

Weapon ▶ Hand Grip

Weapon	Weapon Name	Attack Power	Total	Range	Weight	Release Date
MG	GRAVE II	4x14	56	74	1	28
	URAN IO	3X19	57	74	1	26
	CEMETERY-10	4X15	60	74	1	30
	PAP-66	3X22	66	74	1	30
	GREY EYE	3X22	66	76	1	32
	ARTASSAUT	3X25	75	74	1	40
	MOSTRO m	4X18	72	74	1	20
SG	BLACK STAR	4X19	76	74	1	32
	CIRCULAR	6X13	78	88	1	44
RF	Old is n	1 X58	58	82	2-4	43
	HEXAFIRE-MKH	1 X66	66	84	2-4	48
	WINEE-RR	1 X75	75	82	2-4	49
FT	HOT DOG	1 X61	61	80	1	28
	SNOW MAN	1 X66	66	82	1	40
BZ	BE-11	1 X59	59	60	1-4	38
	BANISH	1 X61	61	60	1-4	40
	THUNDER BOLT	1 X74	74	61	1-4	40
GR	IGUCHI T702	1 X64	64	61	1-4	32

Weapon ▶ Shoulder

Weapon	Weapon Name	Attack Power	Total	Hit	Range	Ammo	Weight	Shell	Start
MS	SKULL	3x24	72	80	3-6	3	64		Mission 28
	SLAY	2X37	74	80	3-6	3	64		
	DONKEY DX	3X25	75	80	4-8	2	70		
	WILD GOOSE	3X30	90	80	3-4	3	74		Mission 35
	CERES	2X47	94	82	6-8	2	70		
RK	CRANE	3X32	96	80	3-6	3	80		Before Mission 40
	PROBATON	3X30	90	80	3-6	3	76		Mission 40
SH	FIRE WALL	(22)	—	—	—	—	26		Before Mission 28
	WS-14B	(27)	—	—	—	—	28		Before Mission 40

Body

Part Name	HP	Stability	Output	Weight	Release
TYPE 65	132	40	300	66	Mission 28
PRISOMEA	132	40	360	60	
ARPEGGIO	144	40	300	70	
WILD GOAT	156	40	320	76	
ZINC	162	42	300	80	

Body

Part Name	HP	Defense	Output	Weight	Release
PROZION	120	44	400	70	Mission 35
PIOUS	120	40	440	60	
TYPE 67	132	42	360	70	
ORGEL	150	42	340	76	
ZEROA	156	44	360	75	
RATMOUNT	168	42	300	82	Mission 40
BLIZZAIA	180	46	300	80	
PERZEA	156	48	420	74	
TYPE 67C	168	46	330	78	
FLUGEL	174	46	320	80	
BLIZZAIA II	204	48	320	90	



Category	Part Name	HP	Defense	Critical	Hit Rate	Weight	Base Attack	Total Attack	Hit Rate
Arm	PRISOMEA	78	40	86	38	1 X22	H	22	82
	ARPEGGIO	96	40	68	48	1 X25	H	25	86
	ZINC	102	42	78	48	1 X25	H	25	80
	PROZION	72	50	84	48	1 X20	H	20	84
	PIOUS	84	45	70	34	1 X25	H	25	80
	ORGEL	108	46	70	58	1 X35	H	35	80
	ZEROA	108	48	80	50	1 X30	S	30	80
	BLIZZAIA	132	50	76	64	1 X35	S	35	76
	PERZEA	96	50	82	50	1 X25	S	25	82
MG	FLUGEL	132	46	70	68	1 X35	H	35	82
	BLIZZAIA II	144	48	78	70	1 X35	H	35	80
	WILD GOAT	108	40	68	50	3X20	Ko	60	72
	RATMOUNT	120	44	72	62	4X17	Ko	68	74
	TYPE 67C	108	48	72	60	2x37	Ko	74	74
	VAMPIRE	130	44	78	90	5X14	Ko	70	78
	SPHINX	100	44	70	70	1 X58	HF	58	70
	TYPE 65	84	40	70	46	3X20	HF	60	74
	TYPE 67	96	48	70	54	2X34	Ko	68	74



Type	Part Name	HP	Output	Movement	KI3	Release Date
Normal	PRISOMEA	108	38	18	44	
	TYPE 65	114	39	18	54	Mission 28
	ZINC	144	38	14	50	
	PIOUS	96	50	20	45	
	TYPE 67	114	44	16	54	
	PROZION	116	44	18	50	Mission 35
	ZEROA	120	42	16	58	
	BLIZZAIA	144	40	14	60	
	TYPE 67C	132	48	16	70	
Tank	PERZEA	132	48	18	60	Mission 40
	BLIZZAIA II	180	46	16	80	
	WILD GOAT	138	36	25	64	Mission 28
	GAROLE	80	44	5	45	
	RATMOUNT	156	40	30	70	Before Mission 35
	ARPEGGIO	120	38	18	78	Mission 28
	ORGEL	120	42	16	80	Mission 35
	GODWIT	110	38	20	80	
	FLUGEL	156	46	16	100	Mission 40



Part Name	HP	Defense	Critical	Avoidance	Release Date
Eclair	70	66	66	70	
BHCTA	64	70	72	66	5: Noko, No OR
BETA	72	68	68	72	Henozu 20
Success	68	72	72	68	Small
Hapsis	72	72	72	72	
Fraxion	76	74	70	68	
Ordeina	70	74	74	70	Before Mission 35
Aquarius	72	78	76	70	
Glans	99	53	99	53	
Potency	53	99	53	99	
Mezzo	96	72	72	72	
Eicos	72	96	72	72	
Elwakt	72	72	96	72	Before Mission 40
Alga	72	72	72	96	
Proximo	80	80	80	80	



Part Name	HP	Defense	Critical	Avoidance	Release Date
Elephas	131	1	60	1m	Mission 35
1 Bison	3	2	70	10	Before Mission 40

Harvar
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list 4



MISSION 41

Eliminate Remnants

The sudden dismantling of the mercenary base left Storm and his crew stranded., they were assigned to a mop-up mission against the remnants, but

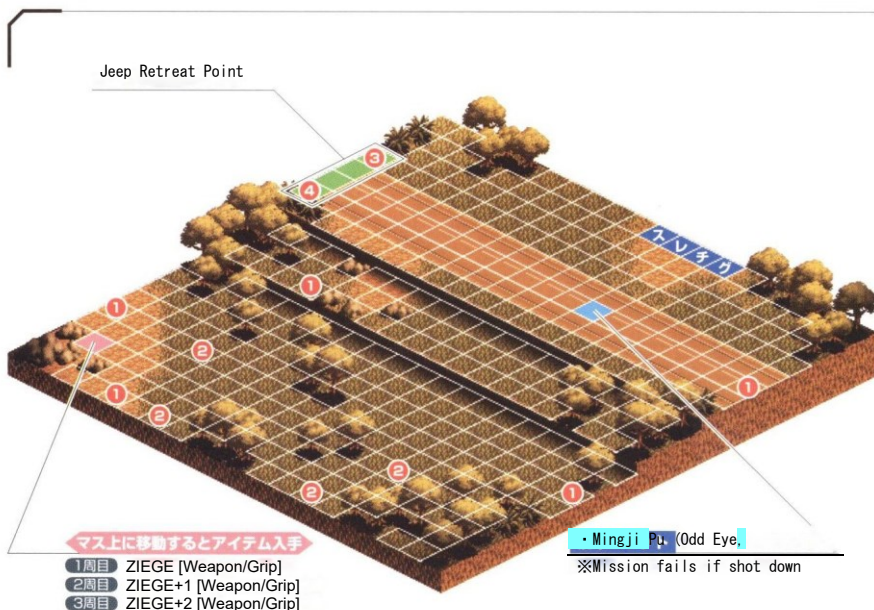
Victory Condition: Shoot down al Defeat Condition: Storm's craft

Enemy Unit Deployment Count

11 Clear Reward

HSO

Maximum Destruction Bonus



OUTLINE OF STRATEGY

Key Points for Operation Execution

• Escort Odd Eye, who is fleeing in a jeep, to the withdrawal point. Odd Eye will disengage from the front lines after reaching the retreat point ■ Parts can be obtained within the map

|Recommended Defense Attribute| ☐ Penetration Resistance Attribute

Protecting Odd Eye's jeep is essential for this mission Set



■ The Riff with repair capability has been added to the hangar. You should equip

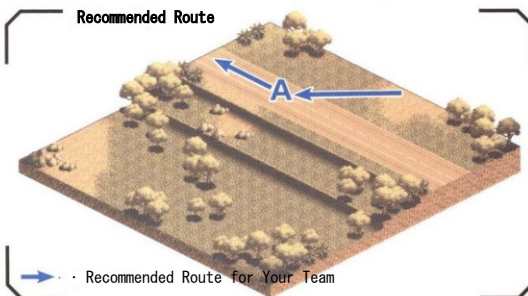
Tactics

基本戦略

Get as close to the jeep as possible and defend it

The Odd Eye Jeep has a very high chance of being shot down will likely be destroyed immediately upon being hit. To get it to the retreat point, surrounding it with friendly units. The approaching ④ near A is equipped with ranged weapons, weapons, so destroy its right arm first. Also, use Chaff to reduce the chance of it being shot down. If the jeep escapes, enemies.

Recommended Route



41:

Point

ポイント解説

Setting up mobile leg units is crucial

To escort the jeep, you need reliable movement speed to keep up, mobility to keep up. For that, unify the legs with the hover-type GODWIT. for the legs.

Enemy units to watch out for during escort duty are ③ and ④. If you can take them out first, but since they have high HP, making it difficult to take them down while escorting. Use



Short-range units are tough opponents even in standard combat but tough

Unit: Ruta

Machine Name										Body		L.Arm		HP		Weapons/Shield				Pilot Ability			
No		Attribute		Pilot Name		Weapon		Right Arm Weapon		Right Shoulder Armament		Fight		Short		Long		Agility		Skill			
Enemy Units																							
①		ORGEL	25	150	108	MG (3x22)	00	99	1-1	One	—	—	14 ²⁷	14	16								
		Attacker	990	108	120	Arm (1 X35)	H	99	1-1	One	—	—	—	—	—								
②		ORGEL	25	150	120	MG (4x17)	00	99	1-1	1	—	—	14 ²⁷	14	—								
		Attacker	990	120	120	MG (4x17) 00	—	99	1-1	One	—	—	—	—	One								
③		BANYAN	25	450	—	MG (3x29)	2	99	1-1	One	—	—	14 ²⁷	14	—								
		Attacker	2000	One	One	BZ (1 X86)	HF	99	1-6	—	—	—	—	One	—								
④		ZEROA	25	156	108	Arm (1x30)	H	99	1-1	—	—	—	15	14	25	17							
		Missileer	1045	108	120	Arm (1x30)	H	99	1-1	MS (3x25) 1	2	4-3	—	One	—								

MISSION 42

Aisha

The girl rescued by Odd Eye was a neuroscientist forced into research by the enemy. Transfer her custody from the island to the homeland. Storm Squad.

Victory Condition: Shoot down all enemies aircraft shot down

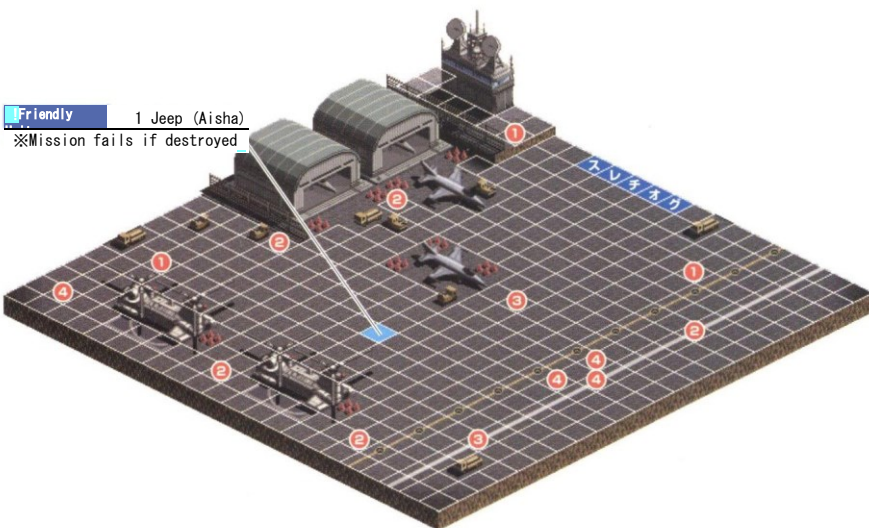
Defeat Conditions: S-00 aircraft shot down, Aisha's

Enemy Unit Deployment Count

14

Clear Reward

HS0



Friendly 1 Jeep (Aisha)

※Mission fails if destroyed

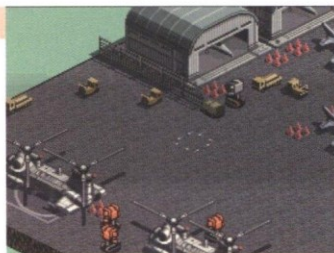
OUTLINE OF STRATEGY

Key Points for Mission Execution

- The jeep carrying Aisha cannot be controlled
- All enemy **WAPs** will target the Storms
- Enemy helicopters targeting the jeep begin action from turn 4

[Recommended Attributes: Defense | Co-Resistance | Penetration]

Role division is crucial in this mission. Storm and Rain



Equip the Storm unit with healing items to restore the allied Jeep that follows

n 42

Recommended Route
Recommended Route
for Your Forces
Enemy Route 4

The diagram shows a 3D isometric view of a battlefield. A recommended route for friendly forces is indicated by blue arrows, starting from the bottom right, moving left, then up, and finally left again towards a cluster of buildings. An enemy route, labeled '4', is shown with a red arrow starting from the left and moving right towards the same cluster of buildings. Various military units, including tanks, trucks, and aircraft, are positioned on the map.

Point

Once the enemy helicopter is destroyed, there will be no enemies left targeting the Ice will no longer be targeted. by the fourth turn, you should aim to shoot it down with ranged attacks, but units that can't reach the helicopter, use Chaff in a jeep to boost their survival rate.. After taking out all helicopters at Point B, intercept the remaining helicopters at Point C. After



- Helicopters move 9 squares per turn. move 9 squares per turn and have long-range and are

Unit Data ▪

No.	Attribute	Pilot Name	Machine Name	Body	Left Arm	Right Arm	Left Shoulder Armament	Right Shoulder Armament	Fight Skill	Short Skill	Long Skill	Aquity
1				R Arm	Legs		Right Arm Weaponry	Right Shoulder/Joint		Skill		

Enemy Unit

1		ORGELE	25	150	108	Arm (1 X35) H	99	1-1	—	One	—	14 14	27 16
	Attacker	990	108	120	Rf (1 X66) Z	99	2-4	—	—	—	—	—	—
2		ORGELE	25	150	108	Arm (1X35) H	99	1-1	—	One	—	14	27 14 16
	Attacker	990	108	120	MG (3x22) G	99	1-1	—	—	—	—	—	—
3		ORGELE	25	150	108	Arm (1 X35) H	99	1-1	—	1	—	14 27 14 16	—
	Attacker	990	108	120	FT (1X66) H	99	1-1	—	—	—	—	—	—
4		HAH04 CASSOW	27	150	—	—	One	One	—	2	—	15 22	22 17
	Helicopter	575	1	One	MG (5x9) G	99	1-1	MS (3X25) H	—	2	4-8	—	One



MISSION 43

Midnight

Aisha's whereabouts remain unknown. Using the scarce clue that she "saw people wearing white lab coats," they search for a path leading to her rescue. " as

Victory Condition: Destroy all Defeat Condition: Storm unit

Enemy Unit Deployment Count

6(9)

H\$0

Maximum Destruction Bonus



※Defeating all enemy units initially present will trigger enemy reinforcements ~ appear

OUTLINE OF STRATEGY

Key Points for Execution

- Utilize buildings and other obstacles in urban combat
- Eliminating all initial enemy units triggers reinforcements
- Enemies equipped with weapons having a maximum range of 8 exist

|Recommended Defense Attributes|Cold Resistance/Piercing Attribute |Fire Resistance/Heat Attribute



To quickly close in on enemy WAPs attacking from long range. Prioritize

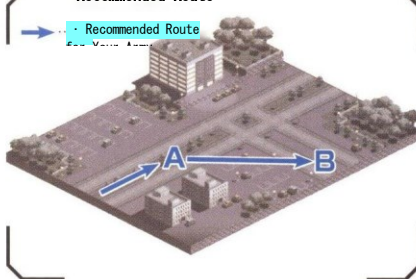
Tactics

基本戦略

Summon enemy reinforcements from a position where you won't be surround

First, intercept approaching enemies at Point A. The street trees at Point A have several gaps one square wide. If you wait there, it becomes difficult for multiple enemy aircraft to surround you and pick them off one by one. Once the number of enemy units is down to one, destroy both arms of the enemy unit and lure it to Point B and then shoot it down during your phase. Doing this this way, you won't have to worry about being surrounded from three directions by the enemy reinforcements that appear afterward. After that, shoot down the

Recommended Route



Point

ポイント解説

For long-range types, aim to exhaust their ammunition.

Particular enemies to watch out for are those equipped with long-range weapons 3 and 7. Especially those that move alongside other enemies and attempting close combat risks being surrounded by multiple enemies. Therefore, when ◎ approaches, use Chaff on your units. Since ◎ only has 2 ranged weapon ammo only two rounds of ammunition, so if you can withstand two turns of



• All enemies only equip weapons on their right arm on their right arm. When facing multiple enemies,

Unit Data

No Attribute	Machine Name	HP	Body	Arm	Left Arm Weapon	Weapon/Shield	Left Shoulder Armament	Right Shoulder Armament	Fight Skill	Short Skill	Long Skill	Agility
	Pilot Name		R-Arm	Legs	Right Arm Armament							
①	ORGEL	25	150	108	Arm(1X35) H	99	1-1	One One	14	14	27	16
	Attacker	990	108	120	RF(1X66) G	99	2-4	One One	One			
②	ORGEL	25	150	108	Arm(1X35) H	99	1-1	One -	14	27	14	16
	Attacker	990	108	120	MG(3x22) G	99	1-1	One One	One			
③	ORGEL	25	150	108	Arm(1X35) H	99	1-1	One One	14	27	14	16
	Attacker	990	108	120	FT(1X66) F	99	1-1	One One	One			

Enemy Reinforcement Unit

④	ORGEL	25	150	108	Arm(1X35) H	99	1-1	One One	14	27	14	16
	Attacker	990	108	120	FT(1X66) F	99	1-1	One -	One			
⑤	ORGEL	25	150	108	Arm(1X35) H	99	1-1	One One	14	14	27	16
	Attacker	990	108	120	RF(1X66) G	99	2-4	One One	One			
⑥	ZEROA	25	156	108	Arm(1X30) H	99	1-1	- - -	15	14	25	17
	Missileer	1045	108	120	Arm(1X30) H	99	1-1	MS(3X25) F	2	4-8	One	
⑦	ZEROA	25	156	108	Arm(1X30) H	99	1-1	One One	15	14	25	17
	Missileer	1045	108	120	Arm(1X30) H	99	1-1	MS(3X25) F	2	4-8	-	



MISSION 44

Search

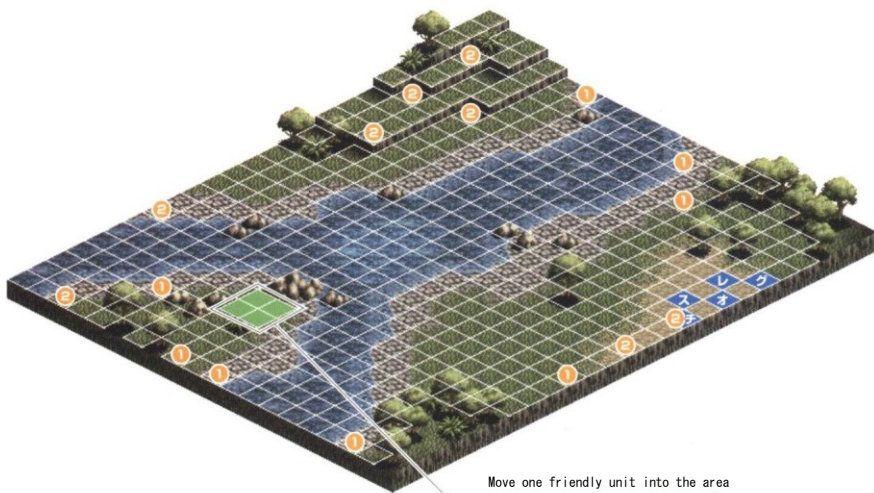
Thanks to Aisha's quick thinking, it becomes possible to track her location. Aisha's rescue operation, but what awaited them was...

Victory Condition: Shoot down all enemies

Defeat Condition: Storm aircraft shot down

Enemy Unit Deployment Count
US16400

0(16) Clear Reward H\$0 Maximum



Move one friendly unit into the area and end your turn, enemy reinforcements 1 and 2 will appear on the next turn.

OUTLINE OF STRATEGY

Key Points for Mission Execution

- Enemy reinforcements appear when the Storm Team reaches the river island
- Hover-type units are effective due to the river terrain
- The entire enemy force will initiate simultaneous action

Recommended Defense Attributes H Shock Resistance / F Heat Resistance

Enemy weapons only use Shock and Heat attributes. Set your



Since the terrain is rivers, hover-type legs are effective. Carry some Chaff to counter long-range weapons.

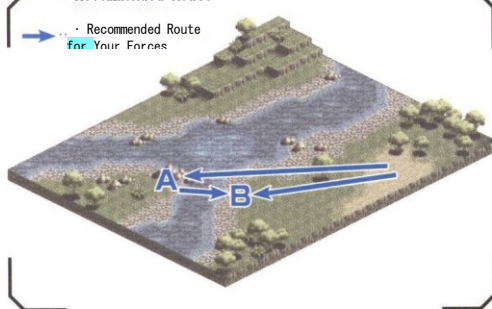
Tactics

Above all, prioritize coordinated actions among allies

When friendly units reach Point A, enemy units will appear in the next turn. If intercepting at Point A, you risk being surrounded on all sides by the enemy. Therefore, send only one friendly unit with the Shock Resistance attribute to Point A. send only one

Then, move the friendly unit that headed for Nakasu to Point B and have other friendly units attack the enemy near Point B. Enemies will immediately head toward your forces upon appearing Aim for the torso to efficiently shoot down enemies and avoid being

Recommended Route



Interception at Point B is fundamental. should prioritize joining forces.

n 44

Point

Fight while suppressing enemy attack methods

Enemy types include those equipped with shotguns and missile-equipped types (1 and 1)... [] indicates enemies whose right arms, equipped with weapons, with weapons equipped. to destroy it, or combine it with ranged attacks to aim for a one-shot takedown. When attacking the variant, deploy Chaff from friendly units and force it to run out of ranged weapon ammunition to force them to run out of



Enemy units have high mobility high mobility. If they get close, use items and defeat them individually while holding out.

Unit Data

				HP		Weapon/Shield				Pilot Ability					
No. Attribute	Machine Name	Lv	Body		Left Arm Weapon		Weapon		Right Shoulder Armament		Fight Skill		Short Skill	Long Skill	Assist Skill
	Pilot Name		Reward	Legs	Right Arm Weapon										
Enemy Reinforcement Units															
		ORGEL	27	150	108	Arm (1 X35)	EB	99	1-1	One	One	One	18	28/15	17
			Attacker	990	108	120	SG(6X13)	H	99	1-1	One	One	—	One	One
		FLUGEL	26	174	132	Arm (1 X35)	H	99	1-1	One			18	15/27	
			Missileer	1060	132	156	Arm(1X35)	H	99	1-1	MS(3X25)	2	4-8	One	

MISSION 45

[Kajaku!]

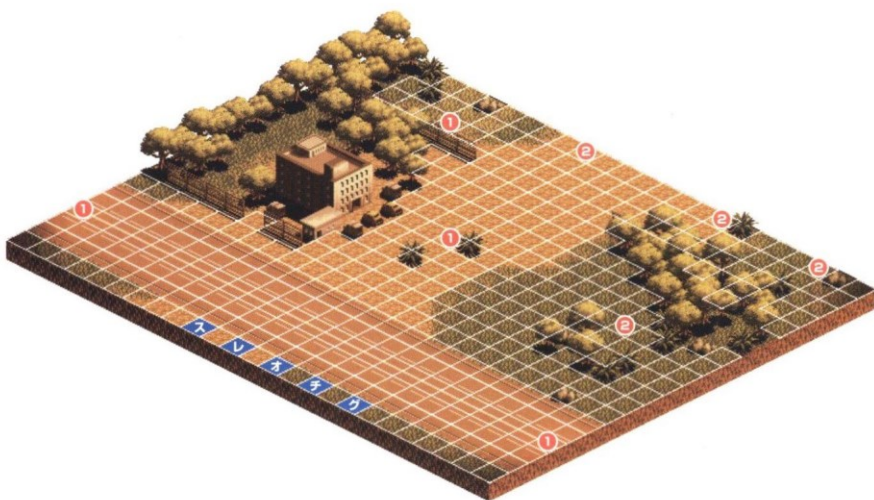
Analysis by Odd Eye reveals the enemy base's location. However, it is a civilian medical facility. We'll refrain from a WAP assault and infiltrate

Victory Condition: Shoot down all enemies

Defeat Condition: Storm Unit is shot down

Number of enemy units deployed 8
Destruction Bonus H\$8480

Clear Reward H\$8000 Maximum



OUTLINE OF STRATEGY

Key Points for Execution

- Choices made at headquarters do not affect strategy
- Though the terrain is open, obstacles can be used to intercept approaching enemies
- Recommended Attribute Defense: Fire/Fire Resistance, Ice/Ice Penetration, Fire/Fire Resistance, Ice/Ice Penetration

[Recommended Defense Attributes] Y Resist Penetration

Set up at the location



The enemy numbers aren't overwhelming, but bring healing items to prevent and bring

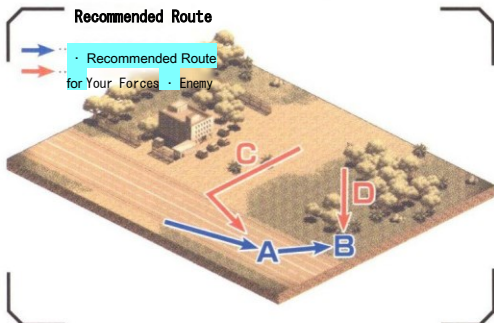
Tactics

基本戦略

Assess the battle situation and flexibly

If you intercept enemies at your deployment point, you'll face. Therefore, first move all friendly units to the vicinity of Point A and establish an intercept formation there. Most will approach via Route C, but one or two units may also come from Route D or

one or two units will head this way. If you don't act, you'll be caught in a pincer attack, so shoot down the enemies from Route D. Also, if you're facing multiple enemies at once, moving to Point B is also an option. Here, you can use surrounding



1. Keep your long-range attack units about 3-4 squares from other friendly WAPs to protect them from enemy

Point

ポイント解説

Change the parts you attack based on the enemy

Based on positioning, engage enemy ① first and then engage with ②. The weapon equipped by ① has high single-hit damage, risking destruction of your unit's parts. Therefore, prioritize destroying the right arm where the weapon is equipped. ② also only has a weapon equipped on its left arm, but its right arm has a built-in weapon. When attacked, aim for the torso rather than destroying both arms



Once the weapon-bearing arm is destroyed, attack the next enemy immediately and avoid being

Unit Data

Machine Name	Body	L Arm	Weapon/Shield			Pilot Ability	
			Left Arm Weapon	Left Shoulder Armament	Right Arm Weapon	Right Shoulder Armament	Skill
No. Attribute	Pilot Name	Legs	Right Arm Weapon	Right Shoulder Armament			

Enemy Reinforcement Unit

①	TYPE67C	27	168	132	Arm (1 x 35)	99	1-1	One	One	15	28	15	17
②	Attacker	1060	132	156	BZ(1X74) 1H	99	1-4	-	-	-	-	-	-
③	TYPE67C	27	168	108	MG(2x34)	99	1-1	-	-	15	28	15	17
④	Attacker	1060	132	156	MG(4x19) Co	99	1-1	-	One	-	-	-	-

MISSION 46

The enemy base has been identified, but expect heavy defenses. For the researcher rescue operation, Roy will assemble a diversionary force. Cooperate

Victory Condition: Rescue Aisha carrying Aisha **shot down**

Defeat Condition: Storm Unit shot down / WAP

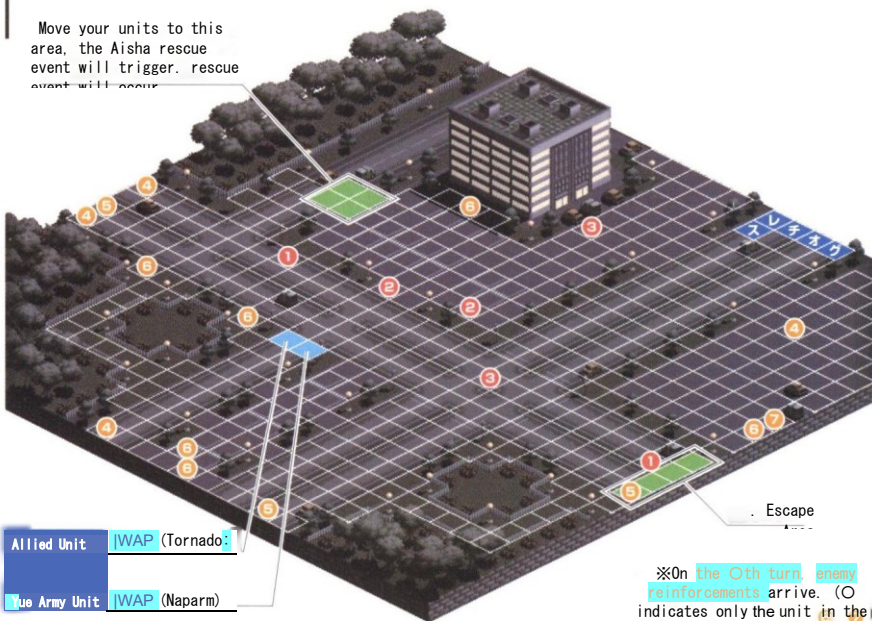
Single-Knit Deployment Count

6 (4, 10)

Clear Reward

H\$10,000

Move your units to this area, the Aisha rescue event will trigger. rescue event will occur.



Allied Unit: IWAP (Tornado)
Yue Army Unit: IWAP (Naparm)

※On the 0th turn, enemy reinforcements arrive. (O indicates only the unit in the bottom-left corner), rescue trigger, enemy reinforcements

OUTLINE OF STRATEGY

Key Points for Execution

- Chariot units will appear as friendly forces
- Enemy reinforcements appear in two waves
- Clear the mission when the rescue unit reaches the escape area

[Yuchen] Xisu|Piercing Resistance/ Fire Resistance

Chariot units cannot be commanded; repair costs are incurred when they are destroyed. Since the Chariot Squad cannot heal



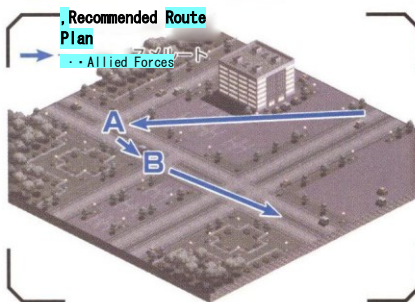
Enemy units are heavily equipped with ranged weapons. It's a good idea to equip

Tactics

基本戦略

Calculate the timing of enemy reinforcements

Enemy reinforcements appear in two waves: the first wave appears on the 4th turn after the mission begins, and the second wave appears when Aisha is rescued. After reducing the enemy numbers as much as possible, rescue Aisha. Aim to reduce enemy numbers before rescuing Aisha, and avoid fighting too many enemies at once. Therefore, First, head to Point A near the Aisha rescue area, and eliminate all enemies before the first wave arrives. After rescuing Aisha, send your units to Point B to delay the second enemy



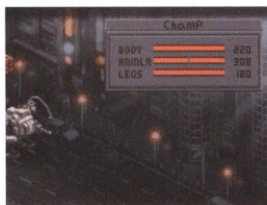
Mission 4: Assault

Point

ポイント解説

Use your most reliable pilot for the

Most enemy reinforcements will target the unit that rescued Aisha. will target the unit that rescued Aisha. Use this to your advantage and aim to wipe out the entire enemy force. First, the aircraft rescuing Aisha should be your **pilot** with the strongest close-range attack capabilities. Afterward, deploy Smoke or similar countermeasures and use **Smoke** or similar tactics



Units equipped with ranged weapons equipped with long-range weapons, especially those targeting the Aisha

Unit Data

Attribute	Machine Name	HP			武器・盾				パイロット能力			
		Body	Arm	Left Arm Weapon	Left Shoulder Armament	Right Arm Weapon	Right Shoulder Armament	Fight	Shon	Long	Agility	Skill

Enemy Unit

1	FLUGEL	28	174	132	Arm(1 X35) B	99	1-1	One	One	One	15	30	18
	Attacker	1060	132	156	RF(1X75) F	99	2-4	—	One	—	—	—	—
2	PERZEA	28	156	132	BZ(1 X74) BF	99	1-4	—	One	—	30	15	18
	Attacker	1080	132	156	Arm(1x25) B	99	1-1	—	One	—	—	—	—
3	BLIZZAIAH	27	204	144	Arm(1X35) B	99	1-1	MS(3X32) F	3	3-6	15	15	27
	Missileer	1140	144	180	Arm(1x35) B	99	1-1	—	—	—	—	—	—

Enemy Reinforcement Units

4		FLUGEL	28	174	132	Arm(1 X35) B	99	1-1	One	One	One	One	One	15	30	18
		Attacker	1060	132	156	RF(1X75) ZS	99	2-4	One	One	One	One	One	One	One	One
5		PERZEA	28	156	132	BZ(1 X74) BF	99	1-4	One	One	One	One	One	30	15	18
		Attacker	1080	132	156	Arm(1X25) B	99	1-1	One	One	One	One	One	One	One	One
6		BLIZZAIAH	27	204	144	Arm(1 X35) B	99	1-1	MS(3X32) F	3	3-6	3	3-6	15	15	18
		Missileer	1140	144	180	Arm(1 x 35) B	99	1-1	One	One	One	One	One	One	One	One
7		BLIZZAIAH	27	204	144	Arm(1X35) B	99	1-1	MS(3X32) F	3	3-6	3	3-6	15	15	18
		Missileer	1140	144	180	Arm(1 X35) B	99	1-1	One	One	One	One	One	One	One	One

MISSION 47

Seeds of Evil

B Organization... The enemy who kidnapped Aisha has inherited the research of the Vampires. i Investigate the ruins of their research facility as the only

Victory Condition:

Defeat Condition: Storm

Enemy Unit Deployment Count
6/12

Clear
Reward

HS\$5000

Maximum Destruction

NS\$14,480

Move onto the box to get the item

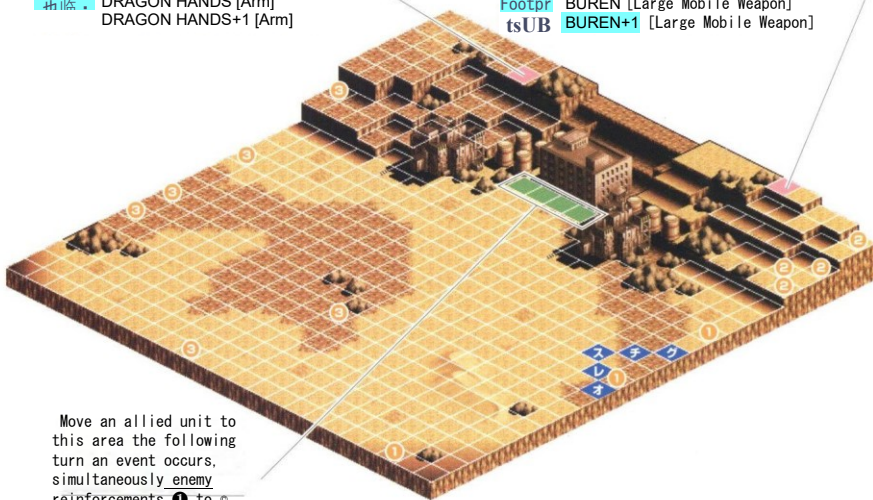
CHUB
柏崎

ALGEM [Large Mobile
DRAGON HANDS [Arm]
DRAGON HANDS+1 [Arm]

Move to G-S Then Aite

Footpr
tsUB

COVET V300+1 [Weapon/Grip]
BUREN [Large Mobile Weapon]
BUREN+1 [Large Mobile Weapon]



Move an allied unit to this area the following turn an event occurs, simultaneously enemy reinforcements ① to ⑥

OUTLINE OF STRATEGY

Key Points for Mission Execution

- Enemies appear when approaching the old medical facility building
- Since it's a desert area, legged units other than Normal Type are effective
- Enemy units with tank-type leg armor exist

Recommended **Attributes: Defense, Penetration**
Resistance / Heat Resistance

Most terrain is desert. Additionally, you will be surrounded by enemy forces. so equip your units with hover or tank-type



• Most enemy units have normal-type legs. Gain an advantage in mobility and steer

Tactics

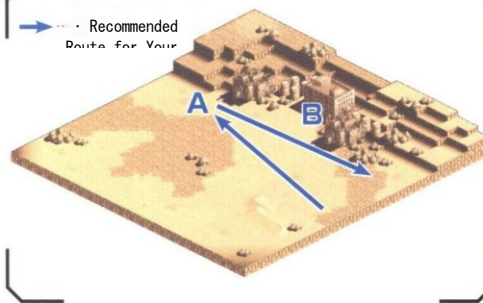
基本戦略

Enemies attack in order starting with the moving ones

Enemy forces appear on the turn following your unit's arrival at Point B. So, while the enemy is absent, let's After that, have all friendly units except those entering Point B move to Point B. After that, have all friendly units except those entering

immediately after appearing, while others will not move unless approached. Even after enemies appear, Do not move immediately after enemies appear. After confirming, eliminate enemies approaching you, take them out one by one.

Recommended Route



Near Point A, enemy WAPs equipped with long-range weapons will appear. Use your

Point

ポイント解説

Fight using attack methods tailored to the three enemy types.

Pay particular attention to enemy ①. ① is a WAP has tank-type legs, allowing it to approaches your forces the fastest. Before it gets close, use ranged weapons to reduce its torso HP and take it down in close combat. has normal-type legs, so its mobility is low. low mobility. ② is equipped only with close-range weapons, so concentrate ranged attacks on it. Conversely, since ③ is



① has weapons on both arms, ② has weapons equipped on both shoulders. Destroying the

Unit Data

Machine Name		Weapons/Shields		Pilot Ability	
No. Attribute	Pilot Name	Left Arm Weaponry	Left Shoulder Armament	Fight	Short
		Right Arm Weapon	Right Shoulder Armament	Long	Agility
				Skill	
敵増援ユニット					
①	PERZEA	28	156	132	MG (4x19)
	Attacker	1080	132	156	RP (1X75)
②	BLIZZAIAII	28	204	132	Arm (1X35)
	Attacker	1100	132	180	SG (6x13)
③	BLIZZAIAII	27	204	144	Arm (1 X35)
	Missileer	1140	144	180	Arm (1 x 35)



MISSION 48

Flag-Bearer Corps

With no evidence linking the WAP Group and Organization B, we have no choice but to keep defeating the enemies before us. Reconnaissance the desert ruins

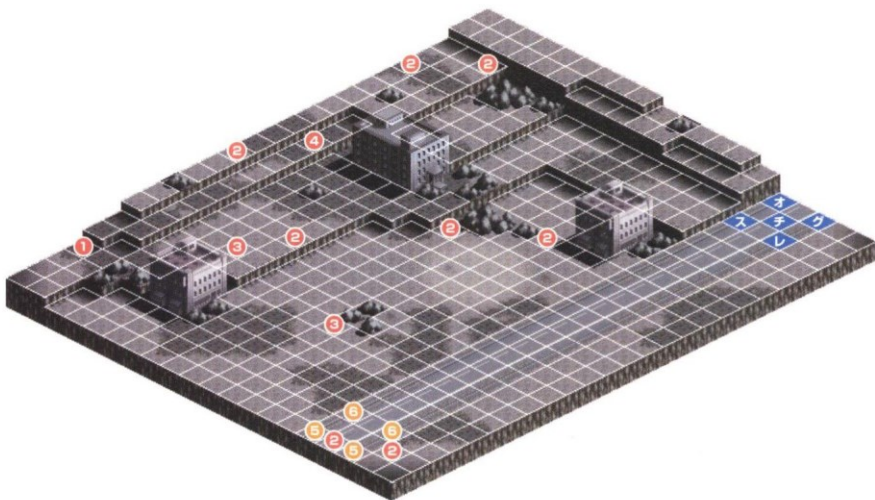
Victory Condition: Destroy all enemy units Defeat Condition: Shoot down

Enemy Unit Deployment Count

12(4) star Reward

N\$5000

Maximum Destruction Bonus



*Either shoot down all enemy units initially deployed or enemy

OUTLINE OF STRATEGY

Key Points for Execution

- Enemies are mostly stationary in intercept mode

■ Either eliminate all initial enemies or, if enemy reinforcements appear on turn 8, enemy reinforcements appear
Nation-specific attribute towns = Penetration-resistant attribute

Most enemies will not move until your forces approach. Equip about 2 units with **Riff**. To counter large mobile suits with powerful penetration weapons, equip all your units with the **Penetration Resistance** attribute



Multiple large mobile suits will appear, so bring Flash to take them out

Tactics

基本戦略

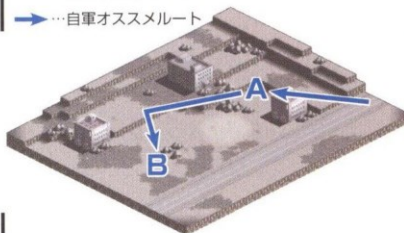
Never rush; advance steadily

First, move your units to Point A while intercepting any approaching enemy units. Since ② is only equipped with melee weapons, so reduce its HP with ranged attacks before attack. After shooting down all approaching ③ units, attack the surrounding units and enemies. Since units ④ and ⑤ are equipped with ranged weapons, so rush in and shoot them down.

After eliminating all enemies except those at Point B, head to Point B and eliminate the remaining enemies to prepare for enemy reinforcements. will not move unless

Recommended Route

→ 自軍オスメルート



Point

ポイント解説

Approach large aircraft with caution

⑤ The large mobile suits have extremely high HP and attack power, high HP and attack power, so engaging all four simultaneously is not advisable. Large Mobile Weapons can only move 3-4 squares per turn, so carefully close the distance while. Note that the unit at ① will not explode when destroyed, but it will not move again so ignore it and focus on other enemies.



←複数の大型機動兵器が動き出してしまったら、Flashで動きを止めてしまおう。

Unit Data

		HP				Weapon/Shield				Pilot Ability			
Machine Name	J.Arm	Left Arm Weapon		Right Arm Weapon		Left Arm Armament		Right Armament		Fight	Shen	Long	Agility
No. Attribute	Pilot Name	Right Arm Weapon		Right Armament		Skill							

敵ユニット

①	TYPE 150	29	192	120	MG (3x29) 00	99	1-1	One	One	1	15	34	15	18
	Commander	1270	120	156	Arm (1 X30) H	99	1-1	One	One					One
②	TYPE 150	29	192	120	MG (3x29) 00	99	1-1	—	—	One	15	34	15	18
	Attacker	1270	120	156	Arm (1X30) H	99	1-1	One	One	One				One
③	PEGASE	29	228	156	Arm (1 x 40) KH	99	1-1	MS (3X33) L	3	3-6	16	16	30	18
	Missiler	1205	156	204	Arm (1 X40) H	99	1-1	—	One	One				One
④	TYPE 103	29	192	108	BZ (1x82) HE	99	1-6	One	One	One	16		16	30
	Missiler	1205	108	144	Arm (1 X30) H	99	1-1	MS (3X33) L	3	3-6				

Enemy Reinforcement

⑤	GAVEL	33	600	—	One	One	One	One	One	One	15	34	28	18
	Attacker	1325	—	—	MG (5x29) 00	99	1-1	One	—	One				
⑥	GIGAS	33	600	—	One	One	—	—	One	One	15	34	28	18
	Attacker	950	—	—	MG (3x29) 00	99	1-1	One	—	—				

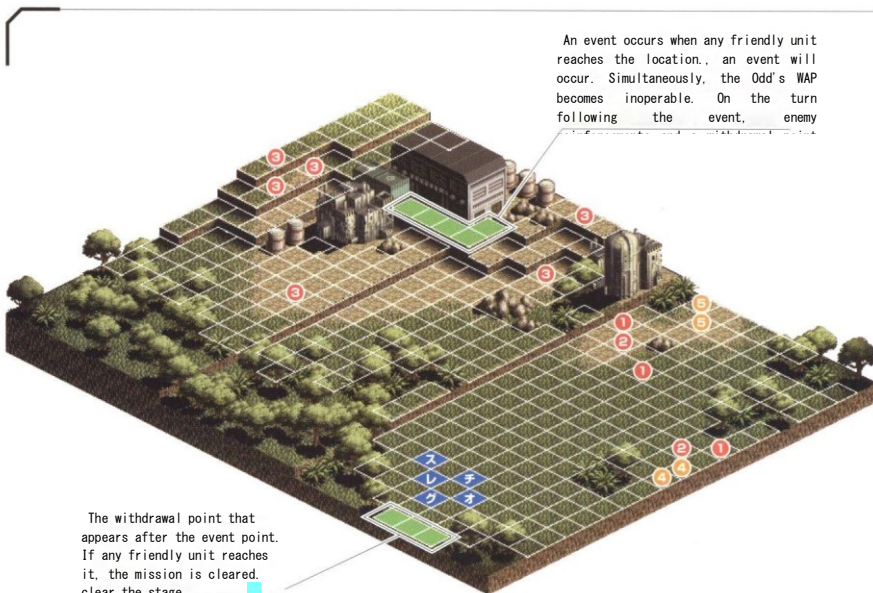
MISSION 49

The Tragedy of Lakas

The location of the enemy research facility has been identified. That location is U.S.N. territory. Only the S-1 Squadron can carry out this border violation

Victory Condition: After investigating enemy facilities, reach the withdrawal point. Defeat

Condition: Storm aircraft shot down. Odd Eye aircraft shot down. Enemy Unit Deployment Count: 11(4)



OUTLINE OF STRATEGY

Key Points for Mission Execution

- Prioritize reconnaissance and withdrawal over attacking the enemy • Odd-Eye units enter analysis mode after adjacent to facilities, becoming incapacitated for 1 turn
- After analysis, it becomes actionable

Recommended Attributes: Defense, Fire Resistance

All enemy units are equipped with ranged weapons. Equip 2-3 units with **Chaff** equip each unit with 2-3 chaff canisters



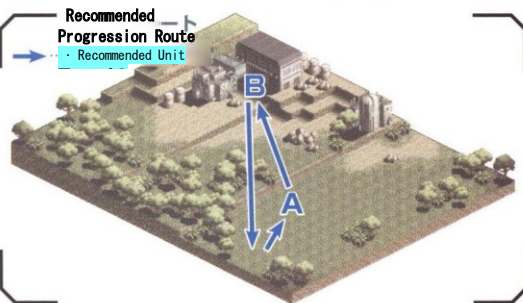
Withdrawal from the training ground is the victory condition, but there is no turn limit so

Tactics

基本戦略

Proceed to the event after securing safety

First, move your unit to Point A and intercept the approaching ❶. After the battle at Point A concludes, head them toward Point B. Only one unit needs to enter Point B, but after that, the the God Eye unit will be unable to act for one turn, so first eliminate all surrounding enemies. Once the Odd Eye unit can move again,, regroup your units and head for the withdrawal point.



Point

ポイント解説

Prioritize attacking enemies equipped with bazookas.

Enemy units I want to prioritize shooting down are equipped with weapons. However, since only two appear only two units appear, so use Link Attacks to take them out early. Other enemy units are equipped with ❶ rifles and ❷ missiles. ❶ and ❸ primarily use rifles, while ❷ and ❹ primarily use missiles.. Their close-range weapons aren't particularly highly effective. so use Chaff while



■ Use Flash to stop its movement. In that case, shoot before it starts moving.

Unit Data

		Weapon-Shield										Pilot Ability			
No.	Machine Name	HP	EA	L.Arm	Left Arm Armament		—Left Shoulder Armament		Fight		Short	Long	Agility		
Attribute	Pilot Name	Reward	EXP	Level	Right Arm Weapon		Right Shoulder Armament		Skill						
Enemy Unit															
1	TWPAH	29	204	144	RF (1X81) G		99	2-4	One	-	-	15	15	34	18
	Attacker	1190	144	180	Arm (1X35) H		99	1-1	One	-	-			One	
2	TYPE 150	29	192	120	BZ (1 X82) H		99	1-6	One	One	One	18	34		15
	Attacker	1270	120	156	MG (3x29) G		99	1-1	One	1	One			One	
3	PEGASE	29	228	156	Arm (1X40) H		99	1-1	MS(3X33) F	3	3-6	16	16		30
	Missileer	1205	156	204	Arm (1 x 40) H		99	1-1	One	One	-			-	
Enemy Reinforcement Unit															
4	TWPAH	29	204	144	RF (1 X81) G		99	2-4	-	1	One	18		15	34
	Attacker	1190	144	180	Arm (1 X35) H		99	1-1	-	One	One			-	
5	PEGASE	29	228	156	Arm (1 X40) H		99	1-1	MS(3X33) F	3	3-6	16	16	30	18
	Missileer	1205	156	204	Arm (1x40) H		99	1-1	-	One	One			One	

MISSION 50

Experimental Unit

A dangerous reconnaissance mission has revealed the enemy's weapons development base. Research and development are ongoing. **M X-00%** Assault the development

Victory Condition: Shoot down all enemy units destroyed

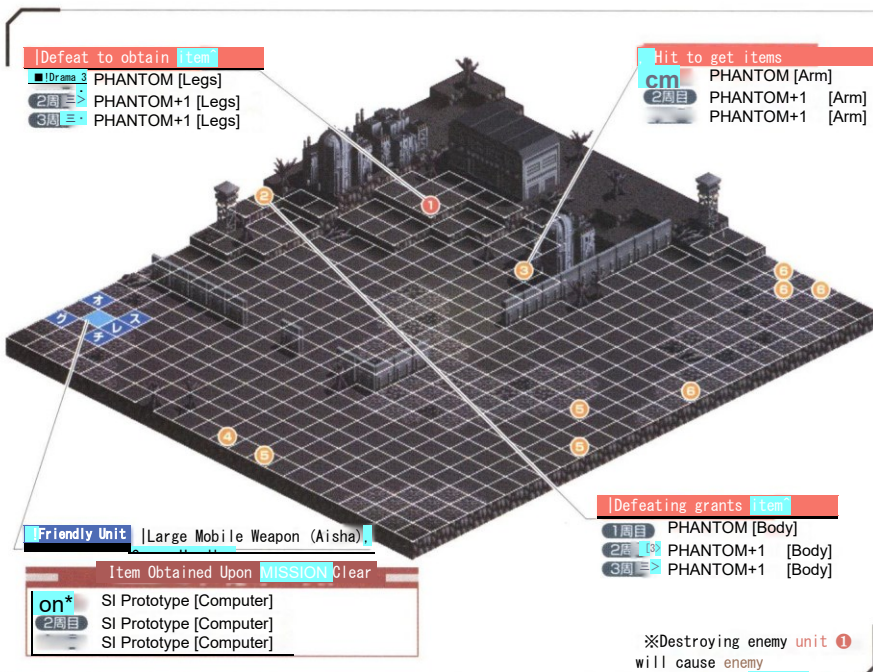
Defeat Condition: Storm unit destroyed / Aisha unit

Enemy Unit Deployment Count

1(10)

Clear Reward N\$5000

Maximum



OUTLINE OF STRATEGY

Key Points for Mission Success

- Aisha accompanies you as an ally unit
- Aisha's unit can be controlled
- Defense battle where you fight while protecting

Aisha

[Recommended Defense Attributes] Coil Resistance/Piercing Attribute [F Fire Resistance/Heat Attribute

Enemies equipped with powerful weapons possessing both Pierce and Heat attributes appear. For allied units primarily using close-range attacks, consider equipping piercing-



• The clear reward "SI Prototype" is a computer, is a valuable item obtainable

Tactics

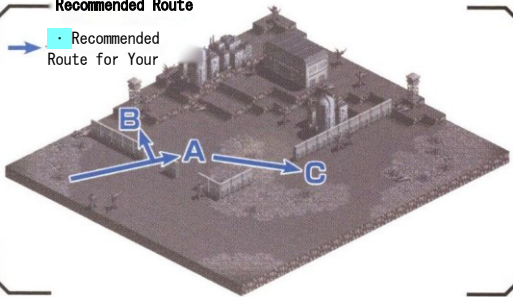
基本戦略

Prepare your formation before enemy reinforcements arrive

When you shoot down ❶, enemy reinforcements will appear. Therefore, intercept ❶ at Point A first. Here Destroy ❶'s arms to neutralize its attacks, then and evacuate Aisha's unit to Point B. After that, split your forces into two groups, to Point C before shooting down ❷. Enemy reinforcements will intercept at Points A and C. Intercept enemy reinforcements at Points

Recommended Route

Recommended Route for Your



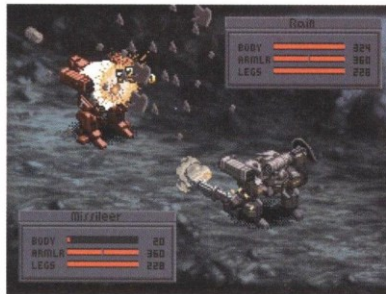
n 50

Point

ポイント解説

Hold off the enemy reinforcements.

The enemy reinforcements, ❷ and ❸, possess nearly identical abilities to ❶. They are formidable foes possessing similar abilities., you'll take significant damage Both will immediately charge toward your head straight for your forces, so. After that, either shoot it down before other enemies close in or destroy both arms to minimize minimize your team's casualties and proceed to deal



Equip powerful ranged weapons Equip long-range weapons Aisha's unit won't get attacked Ugh, let's close in

Unit Data

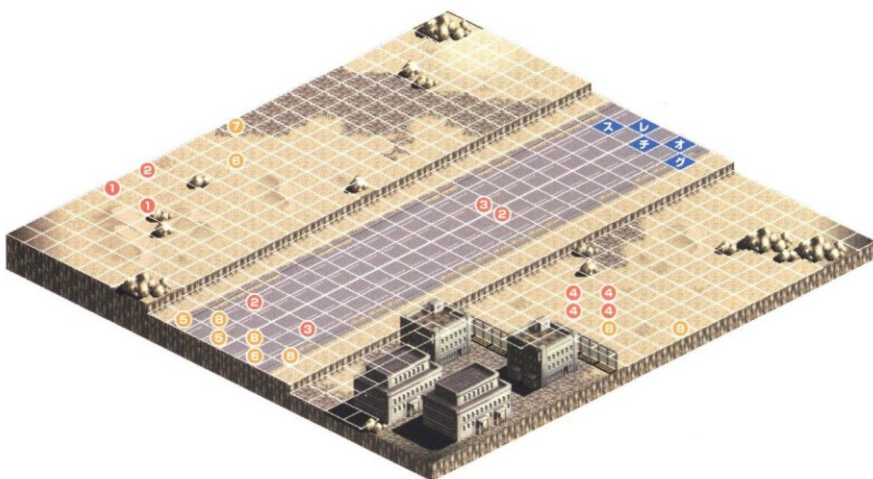
HP	Machine Name				Weapon-Shield				High Lot Ability		
No	Attribute	Machine Name	Body	Arm	Left Arm Weapon	Left Shoulder Armament	Right Arm Weapon	Right Shoulder Armament	Fight	Short	Long / Ability
Enemy Unit											
❶	Attacker	X-OOa	31	300	190	Arm(1 X70) 30	99	1-1	—	—	38 15 15 20
	Attacker		1625	190	240	Arm(1X70) 30	99	1-1	—	—	One
Enemy Reinforcement Unit											
❷	Attacker	X-OOb	31	300	190	Arm(1 X70) 30	99	1-1	—	—	37 15 15 19
	Attacker		1625	190	240	Arm(1X70) 30	99	1-1	—	—	One
❸	Attacker	X-OOc	31	300	190	Arm(1 X70) 30	99	1-1	—	—	37 15 15 19
	Attacker		1625	190	240	Arm(1X70) 30	99	1-1	—	—	One
❹	Attacker	TYPE 105	31	216	120	MG(5X20) 23	99	1	1	—	15 37 15 19
	Attacker		1310	120	156	Arm(1 X30) 14	99	1	1	—	One
❺	Attacker	PEGASE	31	228	230	MG(3X20) 16	99	1-1	—	—	1 15 37 15
	Attacker		1280	156	204	MG(4x18) 2	99	1-1	—	—	One
❻	Attacker	VALS	30	240	180	Arm(1 X40) 11	99	1-1	MS(3X33) 1	3	3-4 16 16 32 19
	Missileer		1400	180	228	Arm(1 X40) 11	99	1-1	RK(3X34) 1	3	3-4 One

MISSION 51 開戦

Conflict finally erupts between the U.S.N. and the C.U.S. The mercenary squadron, now without a home, Storm Squad. As a token of your joining C.I.S.U.,

Victory Condition: Shoot down all enemies **Condition:** _____

Enemy Unit Deployment Count 11(10)ear Rewal N\$5000 Maximum Destruction Bonus



*Destroy any 9 enemy units
Enemy reinforcements will

OUTLINE OF STRATEGY

Key Points for Execution

- Enemy units appearing generally have low performance
- Defeating 9 initial enemy units triggers enemy reinforcements

|Recommended

Attributes|Defense|Critical
Resistance|Penetration|

Clearing this mission advances directly to the epilogue



U.S.N. Marines B: We're doing it... It's not working at all!

- 1. The enemy consists entirely of inexperienced recruits. They are no match

Tactics

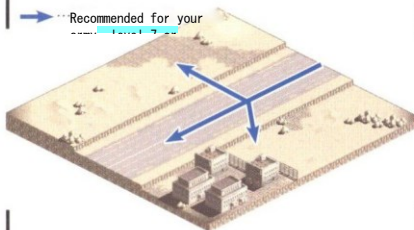
基本戦略

Show the enemy our full strength!

The enemy units that appear are also quite weak for the late game. If you've set up properly, you'll be able to fully demonstrate your superior skill demonstrate the difference in strength.

The enemy forces initially deploy 11 units, and when only 2 remain, When the enemy is reduced to two units, ten new enemy units appear as reinforcements. appear in three directions, so divide your forces into three groups and heading toward them. The enemy

Recommended Route



Mission 51

Point

ポイント解説

Confront the enemy head-on

For friendly units that have advanced this far in the mission, none of the enemy units that appear will be particularly formidable. attribute, counterattack damage will be minimal, allowing your a single friendly unit can handle multiple enemy units. However, as damage to the torso increases, it's wise to heal them with recovery items just



Equip ranged weapons, will prevent enemy phase, you can counterattack during the enemy

Unit Data

		HP				Weapon/Shield				Pilot Ability								
No	Machine Name	Lv	Body	L.Arm	Left Arm Weapon				Left Shoulder Armament				Fight Skill	Long	Activity			
Circle	Pilot Name	Reward	R.Arm	Legs	Right Arm Weapon				Right Shoulder Armament									
Enemy Unit																		
1		CROF	20	96	72	MG(4x8)	00	99	1-1					16	16	12	12	
		Attacker	540	72	72	Arm(1X16)	B8	99	1-1				One					
2		BONART	20	108	72	MG(5X5)	00	99	1-1					16	16	12	12	
		Attacker	555	72	84	RF(1X36)	00	99	2-3									
3		CROF	20	96	54	CN(5X7)	K0	99	1-1					16	16	12	12	
		Attacker	540	54	72	CN(5X7)	K0	99	1-1									
4		ZEARAID	17	84	48	Arm(1X13)	H	99	1-1	1	RK(2> <22)		3	3-6	12	12	16	
		Missileer	510	48	60	Arm(1X13)	H	99	1-1	1	RK(2> <22)		3	3-6			One	
Enemy Reinforcement Unit																		
5		CROF	20	96	72	MG(4x8)	00	99	1-1					16	16	12	12	
		Attacker	540	72	72	Arm(1X16)	H	99	1-1				One					
6		BONART	20	108	72	MG(5X5)	23	99	1-1					16	16	12	12	
		Attacker	555	72	84	RF(1X36)	00	99	2-3				One					
7		CROF	20	96	54	CN(5X7)	3F	99	1-1					16	16	12	12	
		Attacker	540	54	72	CN(5X7)	00	99	1-1				One					
8		ZEARAID	17	84	48	Arm(1X13)	H	99	1-1	1	RK(2X22)	H	3	3-6	12	12	16	12
		Missileer	510	48	60	Arm(1X13)	H	99	1-1	1	RK(2X22)	H	3	3-6			One	



And then...

Three years after the Second Huffman Conflict... Today, too, they fought the shadows that breed war.

Victory Condition: Shoot down all enemies

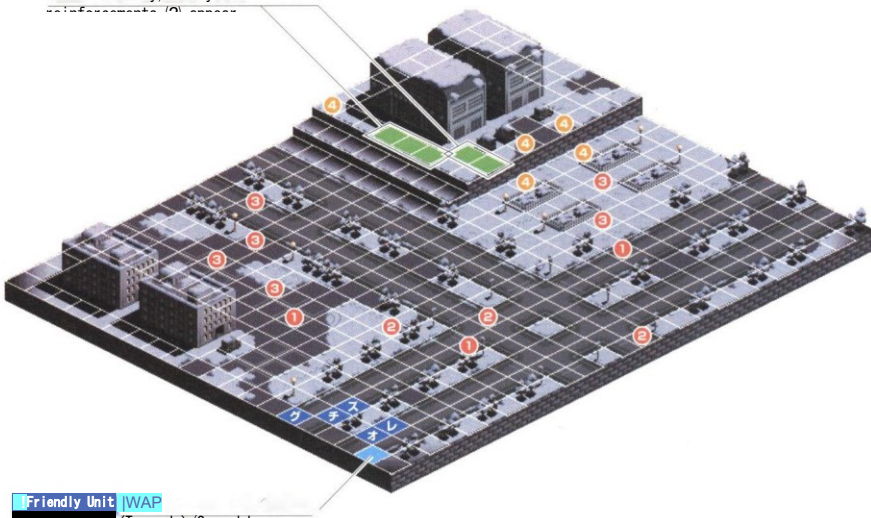
Defeat Condition: One

Enemy Units Deployed 12(5)

Clear Reward

Maximum Destruction Bonus

When the submarine reaches the target point,, an event. Simultaneously, enemy reinforcements (2) appear

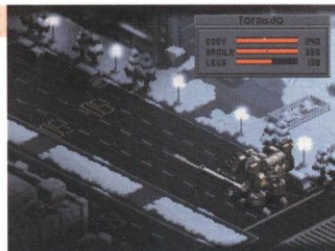


OUTLINE OF STRATEGY

Key Points for Mission Execution

- Tornado of the Chariot Corps joins as an allied unit
 - Enemy reinforcements appear when the Storm reaches its destination
 - Your units will never be shot down
- :Advance Z3 Penetration Resistance

From Mission 51, a continuous mission sequence follows after the ending In this mission, friendly units will not be destroyed under normal circumstances take damage that would destroy parts their HP will not drop to zero and will never be



Even the allied Tornado's parts HP won't drop to zero.. Fight without concern even

Tactics

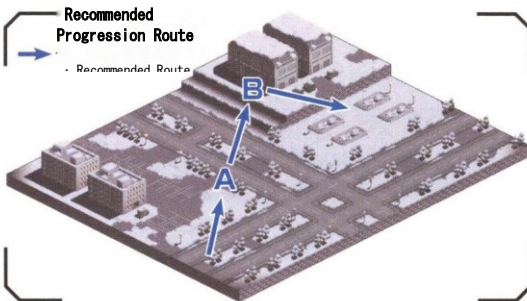
基本戦略

Note the conditions for enemy reinforcements

First, intercept the enemy at Point A. units will not be destroyed, so fight head-on without worrying about counterattacks.. Also, since friendly units like the Tornado will not be shot down either, so there is no need to protect your own units need to be protected by your own units.

When the Stomach reaches Point B,

Recommended Progression Route



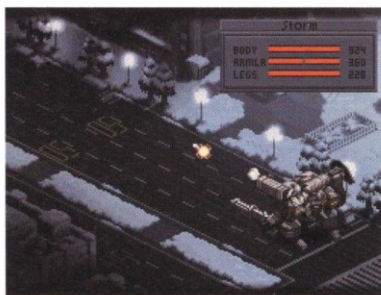
Epilogue-And Then

Point

ポイント解説

Mission: Absolutely Do Not Lose

The enemy WAP that appears has a fairly high HR attack power, are quite high, but don't worry about attributes, and you should be able to clear it you should be able to clear it without fail. However, you won't get enemy defeat bonuses, but you will gain you can still gain experience points. After clearing the game, you can play Next Game (p.196) carries over your experience points



Attacks that deliberately perform and deliberately perform to to improve them is

Unit Data

		Weapon/Shield				Pilot Ability			
No. Attribute	Machine Name	Body	L Arm	Left Arm Weapon	Left	Fight	Short	Long	Availty
	Pilot Name	R Arm	Legs	Right Arm Weapon	Right Shoulder Arment				Skill

Enemy Unit

	ELDOS	30	228	156	MG(SX20) Z	99	1-1	MS(1X09) F	4	3-6	14	35	14	21
	Attacker	1	156	204	RF(1X87) G	99	2-4	-	One	-	-	-	One	-
	KOPOJII	30	228	168	MG(4) <23> K	99	1-1	1	One	One	14	35	14	21
	Attacker	1	168	216	MG(4) <23> K	99	1-1	One	One	One	-	-	-	-
	VALIANT	31	324	192	Arm(1x45) H	99	1-1	MS(1X09) F	4	3-6	16	16	34	21
	Missile	-	192	240	Arm(1x45) S9	99	1-1	MS(1X09) F	4	4-6	-	-	-	-

Enemy Reinforcement Unit

	INNOVA	30	600	One	CN(1X88) G	99	6-9	One	One	One	14	35	14	21
	Attacker	1	-	One	MG(SX23) G	99	1-1	-	1	One	-	-	One	-



格納庫最新パーツリスト 5

MISSION 41-MISSION 50

The story reaches its climax in Mission 41 to Mission 50. Weapons and parts lined up in the hangar are all high-performance. For hand weapons, the top-tier in each category is 1, FV-24B, FIRE BIRD, CRUSADER ROD. For shoulder weapons, the

The items appearing in Mission 49 all have a low number of shots, 1, it's also a good idea to keep using the items available for purchase from Mission 44 onward. is a good option. For Body and other WAP parts, For armor like the Body, the ZENITH V series

FV-24B Weapon ▶ Hand Grip

High attack power and accuracy make this the ultimate close-range weapon. Equipping this weapon on close-range WAPs.



CRUSADER ROD Weapon ▶ Hand Grip

The ultimate melee weapon with the highest attack power., so it's best used alongside previously acquired close-range weapons with high accuracy. combat weapons you've acquired so far.



ROCKJACK We Knock on Hand Grip

High accuracy for a bazooka, with considerable. It's good to keep it as a countermeasure against long-range WAPs..



DONKEY DXII Weapon ▶ Shoulder

It has a low ammo capacity of 1, but it possesses the highest equip one on each shoulder, allowing up to firing up to 8 rounds.



Riff Back Pack

The only Back Pack that can repair ally aircraft parts. Packo. Since it's



Weapon ▶ Hand Grip

	Weapon Name	Attack	Power	Total	Accuracy	Range	Cost	Release Date
» MG	GRAVES fl	4X20	Co	80	74	1	30	Mission 44
	LEO STAN B	4X21	Ko	84	74	1	32	
	ARTASSAUT SP	3X29		87	76	1	32	
	ARTASSAUTDOU	4X23	3	92	74	1	32	Mission 49
	MOSTRO m SZ	4X24	Ko	96	76	1	34	
	FV-24B	5X20	Ko	100	76	1	36	
» SG	COVET V300	6X12	H	72	98	1	45	Mission 44
▶ RF	HEXA G3	1 X80	Co	80	80	2-4	65	Mission 41 Before
	IBIS m	1 X81	Ko	81	84	2-4	49	Mission 44 Before
	F Old E BIRD	1 X87	o	87	90	2-4	53	Before Mission 49
> BZ	BOA-40	1 X82	sr	82	62	1-6	44	Mission 44
	BANISH II	1 X86	ssr	86	66	1-6	50	Mission 49
	ROCK JACK	1 X95	ar	95	65	1-3	55	
» RD	CRUSADER ROD	1 X90	H	90	85	1	10	Mission 44

Weapon ▶ Shoulder

Type	Weapon Name	Attack	Power	Total	Accuracy	Range	Cost	Release Date
▶ MS	BLACK PANTHER	3X33		99	80	3-6	80	Mission 44
	PARAINA	1 X90		90	84	4-6	84	Mission 49
	DONKEY DXII	1 X99	r	99	86	3-6	90	
RK	ALBATROSS	3X34	F	102	82	3-6	80	Mission 44

Body

Part Name	HP	Torque	Output	Sales
TYPE 103	192	50	420	74
TYPE 150	192	52	440	74
ZELIA	204	52	400	78
TMPAH	204	50	440	80
NUMSEKAR	220	60	320	85
PEGASE	228	50	340	96

Mission 44

Body

Part Name	HP	Defense	Release
TYPE 105	216	52	400
KOPODfi	228	52	400
ELDOS	228	54	420
VALS	240	52	380
ZENITH V	240	58	460
IGEL EINS H	250	60	440
VALIANT	324	54	400

Before Mission 49

Arm

種別	Part Name	I HP	Defense	Inner Attack	I Total	Attack Power	Accuracy	Correction
Arm	TYPE 103	108	52	82	50	1 X30	B	30
	TYPE 150	120	52	84	50	1 X30	H	30
	ZELIA	132	52	82	62	1 X35	H	35
	NUMSEKAR	154	68	90	48	1 X45	H	45
	PEGASE	156	50	80	72	1 X40	H	40
	TYPE 105	144	52	84	62	1 X40	H	40
	ELDOS	156	54	84	64	1 X40	H	40
	IGEL EINS H	175	68	72	42	1 X40	H	40
	VALS	180	50	82	74	1 X40	H	40
	ZENITH V	180	56	86	60	1 X44	H	44
MG	VALIANT	192	52	82	78	1 X45	H	45
	DASLER	216	58	86	76	1 X96	H	96
	TMPAH	108	50	90	60	4X25	2	100
	KOPODfi	168	52	84	68	4X23	Ko	92
FT	BOGGART	170	50	90	90	1 X80	7	80

Mission 44 Before

Mission 49

Mission 44 Before

Mission 49

Mission 49

Legs

Type	Part Name	HP	Output	KOI	Release	Date
Normal	TYPE 103	144	50	18	64	
	TYPE 150	156	52	18	62	
	NUMSEKAR	176	75	14	64	
	ZELIA	180	52	18	70	
	TMPAH	180	50	20	90	
	PEGASE	204	48	16	86	
	TYPE 105	192	52	18	70	
	TMPAH	200	58	16	90	
	IGEL EINS H	200	75	18	57	
	ELDOS	204	54	18	72	
	KOPODfi	216	52	16	98	
	VALS	228	50	16	94	
	ZENITH V	228	56	20	70	
	VALIANT	240	52	16	96	

Nisshin 44 Front

Mission 49

Computer

Part Name	格闘	近距離	Avoid	Sales Start
Gange	82	82	82	82
Kainon	84	80	80	84
Terna	80	84	84	80
Willens	98	82	82	82
Oysto	82	98	82	82
Triple	82	82	98	82
Hellsehen	82	82	82	98
Evolution	98	82	82	98
EATA	81	99	99	81

Mission 49

Back Pack

Part Name	Item	1/1	Release
Riff	20	20	Mission 4
Squalo	4	2	80
Bag Worm	4	2	90

Before

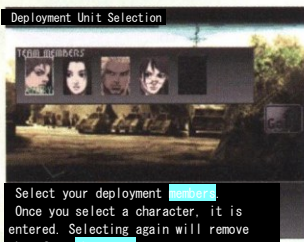
Before

2

Round 1 Clear Yo Round

Break! (L-L-L-L-

After clearing the game, save your cleared data and the "Next New Game". Selecting this will allow you to start your **second playthrough**. start your second playthrough. In the second playthrough, **!** You can carry over funds and parts from your first playthrough, and you can change the game difficulty or use upgraded parts, and other new features introduced on this page!! **E!**



← 2 New features introduced on the 3rd playthrough, Mitsushi before the

1

New loot can be obtained!

The parts you can obtain. New parts that can only be obtained in New Game+. Note that beyond the **second playthrough**; parts obtainable in the **third playthrough** and beyond so check the data page (P.200).

Examples of new

Gabel
[2nd]

Gigas
[3rd Run]



2

Upgraded versions of parts sold in the hangar during the first playthrough appear.

Items available for purchase at the hangar shop also change starting from the second playthrough.. Starting from the second playthrough, each part's performance are enhanced to +1 parts, and in the **third playthrough**, can be purchased.. Build a powerful WAP with stronger parts! **WAP**.

2nd Round

Weapon/Body/Arm/Legs +1

parts now available (Standard parts also available for purchase)

Performance of +1 and +2 parts

+1 parts add to **Weapon** Body, Aim, and Legs.

Weapon increases attack power, while other parts.

+2 parts enhance Weapon performance and provide even higher attack power than +1 parts.

3rd

Weapon +2 parts appear

(Standard parts and +1 parts are also available for

3

You can change the abilities of enemy units appearing in battle!

From the second playthrough onward, you can. When starting a second playthrough, you can choose from "X1", [X2J], and [FX5J].. and starting the fourth playthrough adds rx10J, giving you four options to choose from. Each difficulty level has multiplier rates as **shown** in the table on the right increases

Difficulty and Enemy Strength

Difficulty	Enemy Part	Enemy Attack Rate
X1	1x	1x
X2	2x	1.5x
X5	5x	1.8x
X10	1x	2.0 times

FRONT MISSION 2089
Border of Madness
Official Complete Guide

DATA



CHAPTER 03

Data



CHAPTER 03

How to Read the

CHAPTER 03 contains all Weapon data is categorized by Grip and Shoulder types, categorized by each type. Parts are listed in the order: Body, Aim, Legs, Back Pack,

Computer. Arms are listed by built-in weapon, while Legs are categorized into four distinct types, and all parts are sorted alphabetically in-game in the same order as they appear in-game.

■ How to Read Grip and Shoulder Data

Grip

[M24]

1	2	3	4	5	6	7	8	9
ARTASSAULT	攻撃力	命中率	射撃	弾数	重量	属性	価格	入手
アールアサルト MG	3×11	75	1	20	60	M24格納庫		
10 攻撃力3×14, 価格1200 [入手]2周目 M24格納庫								

Shoulder

[Shoulder]

1	2	3	4	5	6	7	8	9
BLACK PANTHER	攻撃力	命中率	射撃	弾数	重量	属性	価格	入手
ブラックパンサーランチャー	3×33	80	3-6	3	80	M44格納庫		
10 攻撃力3×34, 価格3200 [入手]2周目 M44格納庫								

Shoulder

[Shield]

1	2	3	4	5	6	7	8	9
FIRE WALL	防弾力	命中率	射撃	弾数	重量	属性	価格	入手
ファイアウォール	22	12	-	-	26	-	600	M28格納庫
10 防弾力23, 価格1200 [入手]2周目 M28格納庫								

① Part Appearance

② Part Name

Part Name.

③ Attack Power

The weapon's attack power. Attack count × It is indicated by the

④ Attack power of a single hit.

Hit Rate

⑤ Indicates the weapon's hit rate.

Range

Indicates the weapon's range. "1-4" indicates a minimum range of 1, and a maximum range of 4..

⑥ Weight

The weight of that part.

⑦ Attribute

Indicates the weapon's attribute.

Each attributes are as follows: ○ Piercing|B...Impact|W...Fire Price

⑧ The base price when that part is listed in the SHOP.

The sale price is 1/4 of this base price.

) Acquisition

⑨ The season when that part becomes obtainable and conditions, methods for acquiring it earlier are also listed.

Note that missions are abbreviated as M. Items marked with "Hangar" are items that will be available at the SHOP at that will be available at the SHOP.

⑩ Enhanced part performance

Performance when the part is enhanced to +1, +2, etc.. Performance other than that listed here the same performance as the base part..

⑪ Ammo Capacity

Indicates the maximum number of rounds loaded into that weapon..

⑫ Defense

Shields and large mobile suits. The higher the value, the less damage it takes.

Search for weapons and parts alphabetically to Russian order

Weapons and parts are generally listed alphabetically.. To check the data for a specific part, by its in-game name. However, Part names include prefixes like "Т H PAH (Terran): Body," A'm, LegsJ, or "KOPOJ! Ro (Ka Roak):

Body, Arm, LegsJ, and Computer parts names and other Russian terms that are difficult to pronounce.

This data page lists Russian part names are listed after the alphabetical ones, so please refer to the latter part of each refer to the latter part of the

Body, Arms, Legs, Back Pack, Computer, Large Mobile Weapon Data

Reference Body

HP	防弾力	出力	重量	価格	入手
ARPEGGIO アルペジオ ボデー	145	40	300	70	1400
防弾力45, 価格2800 [入手]2周目 M28格納庫					

Arm

[Arms]

HP	防弾力	命中	重量	内蔵攻撃力	命中補正	属性	価格	入手
ARPEGGIO アルペジオ アーム	96	40	80	48	1×20		700	M28格納庫
防弾力45, 内蔵攻撃力1×26, 価格1400 [入手]2周目 M28格納庫								

Legs

[Legs]

HP	防弾力	出力	重量	価格	入手
AVENIR アブニール レッグ	66	30	0	40	450
防弾力35, 価格900 [入手]2周目 M18格納庫					

Backpack

[Back]

HP	防弾力	出力	重量	価格	入手
Bag Worm バッグワーム	4	90	10	1100	M49格納庫
防弾力4, 出力90, 価格1100 [入手]2周目 M49格納庫					

Computer

[Computer]

HP	防弾力	出力	重量	価格	入手
Alga アルガ AX-0	72	72	72	90	850
防弾力72, 出力72, 価格850 [入手]2周目 M40格納庫					

Large Mobile Weapon

HP(Body/L-Arm/R-Arm/Legs)	防弾(Body/L-Arm/R-Arm/Legs)	出力	重量	移動	価格
ALGEM アルゲムモビィ	300/140/140/200	65/55/55/60	100	10	-
武器1/Weapon2	Attack Power Hit Rate Range Ammo Count				
ALGEM MG	4×45 80 1 99				
ALGEM CN	1×65 85 1 99				
					M47マップ内 [入手]3周目 M25マップ内

1 Part Appearance

2 Part Name

3 Parts Name

HP

The maximum HP of that part. The higher the value, higher, the greater the durability.

Defense

5 Indicates the part's defense. The higher the value, the less damage it takes..

Output

6 Indicates the power of that part. The total weight of parts must not exceed this value. cannot be equipped..

7 Weight

The weight of that part.

Price

8 The base price when that part is listed in the SHOP. at the time of listing. The selling price is 1/4 of this base price. Acquisition

The season when that part becomes obtainable and conditions. methods for acquiring it earlier are also listed. Note that missions are abbreviated as M. Items marked with

Enhanced Part Performance

The performance when that part is enhanced by +1 Performance when upgraded. same performance as the original part. same performance as the base part. Back Pack, Computer. Item does not have an enhanced parts.

Hit Rate

A value that increases the hit rate.

Built-in Attack Power

The attack power of the Arm's built-in weapon.

Built-in Hit Rate

The hit rate of the Arm's built-in weapon.

Movement

The maximum movement points for that Legs. Note that The number of steps that can be moved.

Item

The maximum number of items that can be equipped.

Range

The usable range when using items.

Close Range

A number indicating how much. The higher the value, the greater the damage and accuracy and hit rate.

Long Range

A value indicating how much it affects long-range attacks. The higher the value, the greater the damage and accuracy with long-range weapons.. The higher the value., the higher the damage dealt by ranged weapons and hit rate with ranged weapons.

Evasion

A number indicating how much it affects evasion rate.. The higher the value, the greater the evasion rate. the higher the evasion rate.

HP

HP of large mobile weapons. Large mobile Weapons consist solely of Body and those composed of Body, Arm, Legs..

Output

This indicates the power.

Movement

The maximum movement capability.



Grip

Handling 3
Grip DATA

MG [Machine Gun]

	ARTASSAUT Ar Assault MG	3X13	74	1	20	600	M24 Hangar	Q • Attack 3X14, Price 1200 [Acquisition] 2nd Playthrough M24 Hangar B3 Attack Power 3X15, Price 1800 [Acquisition] After conversation with Odd Eye at M10 Outpost in 2nd playthrough Hangar
	ARTASSAUTDOU Auldou MG	4X23	74	1	32	1180	M49 Hangar	ES! Attack Power 4X24, Price 2360 [Acquisition] 2nd Playthrough M49 Hangar S3 Attack Power 4X25, Price 3540 [Acquisition] 3rd Playthrough M30 Guard Post Powerstat 1025, 11th Threshold
	ARTASSAUT G Ar Assault G MG	3X25	74	1	40	950	M35 Hangar	EO Attack Ka3x26, Price 1900 [Acquisition] 2nd Playthrough M35 Hangar K3 Attack Power 3X27, Price 2850 [Acquisition] 3rd Run M35 Hangar
	ARTASSAUT SP ARTASSAUT SP MG	3X29	76	1	32	1100	M44 Hangar	Plate Attack Power 3X30, Price 2200 [Acquisition] 2nd Round M44 Hangar Y8 • Attack Power 3X31, Price 3300 [Acquisition] 3rd Playthrough M44 Hangar
	BLACK STAR BLACK STAR MG	4X19	74	1	32	920	M40 Hangar	Plate Attack Ka4x20, Price 1840 [Acquisition] Hongi Eye M40 Hangar S3 Attacker Ka4x21, Price 2760 [Acquired] 3rd Run M40 Hangar
	CEMETERY Cemetery MG	4X5	74	1	10	200	M06 Hangar	E • Attack Power 4X6, Price 100 [Acquisition] 2nd Playthrough M06 Hangar B3 Attack Power 4X7, Price 600 [Acquisition] 3rd Run M06 Hangar
	CEMETERY-10 Cemetery 10 MG	4X15	74	1	30	800	M28 Hangar	R3! Attack Power 4X16, Price 1600 [Acquisition] 2nd Round M28 Hangar E9 Attack Power 4X17, Price 2400 [Acquisition] 3rd Playthrough M28 Hangar
	DARK HOG Dark Hog MG	4X7	74	1	16	340	M18 Hangar	EO Attack Power 4X8, Price 680 [Acquisition] 2nd Playthrough M18 Hangar E3 Attack Power 4X9, Price 1020 [Acquisition] 3rd Playthrough M18 Hangar
	FV-24 FV-24 Vulcan	5X11	74	1	30	700	M26 Hangar	S Attack Power 5X12, Price 1400 [Acquisition] 2nd Playthrough M26 Hangar BH Attacker Ka5X13, Price 2100 [Acquisition] 3rd Run M26 Hangar
	FV-24B FV-24B Vulcan	5X20	76	1	36	1300	M49 Hangar	EQ! Attack Power 5X21, Price 2600 [Acquisition] Defeat specific enemy unit in M39 during 3rd playthrough E3 Attack Power 5X22, Price 3900 [Acquisition] Defeat specific enemy unit in M39 during 3rd playthrough
	GRAVE Grave MG	4X3	76	1	10	190	M04 Hangar	FH! Attack Power 4X4, Price 380 [Acquisition] 2nd Round M04 Hangar C • Attack Power 4X5, Price 570 [Acquisition] 3rd Playthrough M04 Hangar
	GRAVE S Grayboo S MG	4X8	74	1	18	400	M18 Hangar	H • Attack Ka4X9, Price 800 [Acquisition] 2nd Playthrough M18 Hangar E3 Attacker Ka4X10, Price 1200 [Acquired] 3rd Run M18 Hangar
	GRAVE S n Grave Sn MG	4X20	74	1	30	980	M44 Hangar	FH! Attack Power 4X21, Price 1960 [Acquisition] 2nd Round M44 Hangar S3 Attack Power 4X22, Price 2940 [A Hand] 3rd Round M44 Hangar
	GRAVEH Grave H MG	4X14	74	1	28	780	M28 Hangar	n! Attack Power 4X15, Price 1560 [Acquisition] 2nd Playthrough M28 Hangar S3 Attack Power 4X16, Price 2340 [Acquisition] 3rd Playthrough M28 Hangar
	GREY EYE 24SR Grey Eye MG	3X22	76	1	32	860	M35 Hangar	Plate Attacker Ka 3X23, Price 1720 [Acquisition] 2nd Run M35 Hangar E3 Attack Power 3X24, Price 2580 [Acquired] 3rd Playthrough M35 Hangar

MG [Machine Gun]

	LEO STAN Leo Stan MG	4X9	74	1	18	Co	500	M24 Hangar	E3 Attack Power 4X10, Price 1000 [Acquisition] Conversation with Odd Eye at 3210/Attack Threshold
	LEO STAN B Leo Stan B MG	4X21	74	1	32	2	1000	M44 Hangar	E3 Attack Power 4X23, Price 3000 [Acquisition] 3rd Playthrough M44 Hangar
	LEO SOCIAL 22SN Leo Social	4X7	74	1	14	Co	280	M12 Hangar	E3 Attack Power 4X9, Price 840 [Acquisition] After conversation with Odd Eye at 3210/Attack Threshold
	MOSTRO 10 Mostro 10 MG	8X5	60	1	10	Co	500	M24 Hangar	E3 Attack Power 8X7, Price 1500 [Acquired] 3rd Run M24 Hangar
	MOSTRO m Mostro Plate MG	4X18	74	1	20	3	900	M40 Hangar	E3 Attack Power 4X20, Price 2700 [Acquired] 3rd Run M40 Hangar
	MOSTRO ni sz Mostro Plate-SZ MG	4X24	76	1	34	Co	1240	M49 Hangar	E3 Attack 4x26, Price 3720 [Acquired] 3rd Run M49 Hangar
	MOSTRO-24 Mostro 24 MG	5X5	74	1	16	3	300	M18 Hangar	E3 Attack Power 5X7, Price 900 [Acquisition] 3rd Playthrough M18 Hangar
	PAP-55 PAP55 MG	4X6	74	1	10	3	220	M09 Hangar	E3 Attack Ka 4x7, Price 440 [Acquisition] 2nd Playthrough M09 Hangar
	PAP-66 PAP66 MG	3X22	74	1	30	3	840	M35 Hangar	E3 Attack Ka3X23, Price 1680 [Acquisition] Defeat M39 Specific Enemy Unit
	RAPTOR Raptor MG	4X3	62	1	8	Co	100	M05 Hangar	E3 Attack Power 4X4, Price 200 [Acquisition] 2nd Round M05 Hangar
	RAPTOR FX Raptor FXMG	5X9	74	1	24	3	660	M26 Hangar	E3 Attack Power 4X5, Price 300 [Acquisition] 3rd Playthrough M05 Hangar
	SIEGE C3MG	5X2	78	1	8	Co	180	M02 Hangar	E3 Attack 5X4, Price 540 [Acquisition] 3rd Playthrough M02 Hangar
	URANIO URANIO MG	3X19	74	1	26	Ko	740	M28 Hangar	E3 Attack Power 3X21, Price 2220 [Acquisition] 3rd Playthrough M28 Hangar

SG [Shotgun]

	CATSRAY SG CATSRAY SG	攻撃力	命中率	射撃	FH	属性	価格	300	M12 Hangar	EQ Attack Power 6X5, Price 600 [Acquisition] After conversation with Odd Eye at 3210/Attack Threshold
	CATSRAY XX Catsray-XX SG	攻撃力	命中率	射撃	EH	[33]	E3	640	M26 Hangar	Bn Attack Power 6X6, Price 1280 [Acquisition] Second Playthrough M26 Hangar
	CIRCULAR Circular SG	攻撃	命中率	EI3	FH	01	920	M40 Hangar	E3 Attack Power 6X13, Price 2760 [Acquired] 3rd Run M20 Guard Post	
	COVET V300 Covet V300SG	攻撃	命中率	射撃	FH	m	1200	M44 Hangar	E3 Attack 6X14, Price 3600 [Acquisition] 3rd Round M44 Hangar	



G-Side S8 [ショットガン]									
	GALE SG Gale SG ED Attack Power 6X6, Price 720 [Acquisition] Conversation with M20 Defeat M20	Em	命中率 6X5	EDI 84	30	KU H	EH 360	M18 Hangar	入手
RF [Rifle]									
	ANACONDA Anaconda Rifle ES! Attack Power 1X44, Price 1120 [Acquisition] 2nd Playthrough	M5	1X43	82	2-4	E3 37	C3 Co	FH 560	M26 Hangar
	COBRA Cobra Rifle E3 Attack Power 1X57, Price 1480 [Acquisition] Defeat M28 Specific Enemy Unit	EE3	1X56	80	2-4	EH 43	m 740	M26 Hangar	S3 Attacker KaiX58, Price 2220 [Acquisition] 3rd Run M26 Hangar
	CONGRE Congre Rifle E Attack Power 1X21, Price 440 [Acquisition] 2nd Round M08 Hangar	FH	1X20	76	2-3	27	EH 220	M08 Hangar	E3 Attack Power 1X22, Price 660 [Acquisition] 3rd Playthrough M08 Hangar
	EMPIRE Empire Rifle Ea Attack Power 1X25, Price 600 [Acquisition] 2nd Playthrough M12 Hangar	EWI	1X24	76	2-3	33	m 3	OI 300	M12 Hangar
	FIRE BIRD Firebird Rifle Attack KaiX58, Price 4000 [Acquisition] Second Playthrough M49 Hangar	ET3I	1X87	90	2-4	53	FH Co	E3 2000	M49 Hangar
	GLOWTUSK GLOWTUSK RIFLE Attack Power 1X22, Price 480 [Acquisition] 2nd Playthrough M09 Hangar	r丑	1X21	76	2-3	29	E3 240	C3 EH	E3 Attack 1X23, Price 720 [Acquisition] 3rd Playthrough M09 Hangar
	GLOWTUSK-SE Growth Task SE Rifle B5! Attack Power 1X48, Price 1280 [Acquisition] 2nd Playthrough M26 Hangar	erm	1X47	80	2-4	39	E31 3	EH 640	M26 Hangar
	HEXAFIRE Hexafire Rifle Attack Power 1X35, Price 800 [Acquisition] Second Playthrough M18 Hangar	HL	1X34	84	2-3	41	EH Co	m 400	M18 Hangar
	HEXAFIRE-MkH Hexafire MkH E3 Attack Power 1X67, Price 1760 [Acquisition] Defeat M39 Specific Enemy Unit	cm	1X66	84	2-4	48	EH Co	m 880	M35 Hangar
	HEXA G3 HEXA G3 Attack 1X81, Price 2600 [Acquisition] Defeat specific enemy unit in Chapter 02-2	HL	1X80	80	2-4	65	KU Co	[33] EH	1300 M41 Hangar
	IBIS Ibis Rifle EQ Attack Power 1x24, Price 520 [Acquisition] M11-A Map	EH3	1X23	76	2-3	29	E3 Ko	EH 260	M10 Hangar
	IBIS n Ibis H Rifle EII! Attack Power 1X59, Price 1520 [Acquisition] 2nd Round M28 Hangar	EH3	1X58	82	2-4	43	EH Co	EH 760	M28 Hangar
	IBIS m Ibis m Rifle Q! Attack Power 1X85, Price 3200 [Acquisition] 2nd Run M44 Hangar	EH3	1X81	84	2-4	49	EH 2	EH 1600	M44 Hangar
	IGUCHI T5 Iguchi Type 5 Rifle ES! Attack Power 1X13, Price 360 [Acquisition] 2nd Playthrough M02 Hangar	FH	1X12	75	2-3	23	EH Ko	EH 180	M02 Hangar
	IGUCHI T502 Iguchi Type 502 Rifle C3 Attack Power 1X29, Price 640 [Acquisition] 2nd Playthrough M18 Hangar	ETITI	1X28	82	2-3	35	EH Co	EH 320	M18 Hangar
	PSG-5 PSG-5 Rifle B59 Attack Power 1X37 [Obtained] Defeat specific enemy unit in M16	RE	1X36	82	2-4	35	EH 3	EH KH	3rd Round M14 Container

Grange 射撃 [ライフル]

	SLAB Slab Rifle	攻撃力 1 X36	命中率 82	K11 2-3	重量 35	属性 3	価格 500	M24 Hangar	入手
EQ Attack KaiX37. Price 1000 [Acquisition] Defeat specific enemy units in M24 Map									
	WINEE Winee Rifle	攻撃力 1 X13	命中率 76	KU 2-3	25	C3 Co	190	M06 Hangar	入手
B0 Attack IX14. Price 380 [Acquisition] 2nd Run M06IS Hangar									
	WINEE-RR Winee-RR Rifle	攻撃力 1 X75	命中率 82	ZI 2-4	49	m 5	940	M40 Hangar	入手
KH Attack Power IX76. Price 1880 [Acquisition] 2nd Playthrough M40 Hangar									
	WINEE PLUS WINEE PLUS RF	攻撃力 2X18	命中率 80	E3 2-3	37	01 2	400	M18 Hangar	入手
+1 Attack Power 2X19. Price 800 [Acquisition] 2nd Playthrough M18									
	ZIEGE Zieglar Rifle	攻撃力 1 X99	命中率 99	KZ1 2-4	25	m Co	—	M41 Map	入手
ES1 Attack Power IX100 [Acquired] 2nd Playthrough M41 Map									
	ZIEGER Zieglar Rifle	攻撃力 1X10	命中率 78	E3 2-3	23	EH Co	100	M04 Hangar	入手
H1 Attacker IX11. Price 200 [Acquisition] Second Playthrough M04 Hangar									

FT [Flamethrower]

	FLAME FOX Flame Fox	攻撃力 1 X43	命中率 80	rm I	26	EHEH 7	640	M24 Hangar	入手
E Attack IX44. Price 1280 [Acquisition] 2nd Playthrough M24 Hangar									
	HOT DOG HOT DOG	攻撃力 1X61	命中率 80	射程 I	28	H3C3 7	800	M28 Hangar	入手
Ba Attack KaiX62. Price 1600 [Acquisition] 2nd Run M28 Hangar									
	NAIL FIRE Nail Fire	攻撃力 1 X20	命中率 78	射程 I	20	EZ3E3 7	320	M12 Hangar	入手
EQ Attack Power IX21. Price 640 [Acquisition] After conversation with Odd									
	SNOW MAN Snowman	攻撃力 1 X66	命中率 82	rm I	40	n 7	880	M35 Hangar	入手
ES1 Attack Power IX67. Price 1760 [Acquisition] Defeat specific enemy									

BZ [Bazooka]

	BANISH Banish Bazooka	Title 1 X61	60	1-4	40	Ro HF	840		入手
EO Attack Power IX62. Price 1680 [Acquisition] 2nd Playthrough M28 Hangar									
	BANISH H Banish Bazooka	1 X86	66	1-6	50	EH 50	1400	M49 Hangar	入手
B0 Attack Power IX87. Price 2800 [Acquisition] 2nd Playthrough M49 Hangar									
	BE-11 BE-11 Bazooka	1 X59	60	1-4	38	EH 33	800	M28 Hangar	入手
SS1 Attack KaiX60. Price 1600 [Acquisition] 2nd Playthrough M28 Hangar									
	BOA-36 Bore 36 Bazooka	Xiu 1 X32	60	1-4	26	EZ1 C3	600	M24 Hangar	入手
B0 Attack KaiX33. Price 1200 [Acquisition] 2nd Run M24 Hangar									
	BOA-40 BOA-40 Bazooka	1 X82	62	1-6	44	EH MF	1200	M44 Hangar	入手
ES1 Attack Power IX83. Price 2400 [Acquisition] 2nd Playthrough M44 Hangar									
	GNAUTZ Gnots Bazooka	1X27	60	1-4	28	EH HF	400	M12 Hangar	入手
ES1 Attack Power IX28. Price 800 [Acquisition] 2nd Run M12 Hangar									

Parts Dealer



GR [BZ Bazooka]									
	ROCK JACK	攻撃力	命中率	射程	重量	属性	C3	入手	
	ROCK JACK BZ	1X95	65	1-3	55	at	1500	M49 Hangar	
	E3 Attack Power 1X96, Price 3000 [Acquisition] 2nd Round M49 Hangar E3 Attack Power 1X97, Price 4500 [Acquisition] 3rd Playthrough M49 Hangar								
	SMASHER	射程	重量	入手					
	Smasher Bazooka	1X24	59	1-4	24	ar	360	M12 Hangar	
	E3 Attack Power 1X25, Price 720 [Acquisition] 2nd Run M12 Hangar E3 Attack Power 1X26, Price 1080 [Acquisition] 3rd Playthrough M12 Hangar								
	THUNDER BOLT	攻撃力	命中率	射程	重量	属性	EH C3	入手	
	Thunder Bolt Bazooka	1X74	61	1-4	40	a	940	M40 Hangar	
	Q1 Attack Power 1X75, Price 1880 [Acquisition] 2nd Round M40 Hangar E3 Attack Power 1X76, Price 2820 [Acquisition] 3rd Playthrough M40 Hangar								

GR [Grenade]

	IGUCHI T7	Next K	命中率	E3	EH	EH	I	Acquisition	
	Iguchi Type 7 Grenade	1X24	58	1-4	18		360		
	ES! Attack Power 1X25, Price 720 [Acquired] Second Run M09 Hangar EQ Attacker K1X26, Price 1080 [Acquisition] Second Playthrough M11-A Map								
	IGUCHI T702	1233	命中率	E3	EH	EH	価格	入手	
	Iguchi Type 702 Grenade	1X64	61	1-4	32	Book	860	M35 Hangar	
	EE! Attack Power 1X65, Price 1720 [Acquisition] 2nd Run M35 Hangar B3 Attack Power 1X66, Price 2580 [Acquired] 3rd Round M35 Hangar								
	RIM-3	攻撃力	命中率	射程	in	価格	入手		
	RIM-3 Grenade	1X13	58	1-4	16		320	M06 Hangar	
	ES! Attack Power 1X14, Price 640 [Acquisition] M11-A Map B3 Attack Power 1X15, Price 960 [Acquisition] 3rd Run M06 Hangar								
	RIM-4	攻撃力	命中率	射程	EH	E3	入手		
	RIM-4 Grenade	1X60	60	1-4	36		720	M26 Hangar	
	Q1 Attack Power 1X61, Price 1440 [Acquisition] Second Playthrough M26 E3 Attacker K1X62, Price 2160 [Acquired] 3rd Run M26 Hangar								

KN [Knuckle]

	D-NAIL	■・通・^・不壬心・・潔・・造一・」由~~~~~				
	Double Nail	1X20: 90	1:10: H	300; M09 Hangar		
	Q・Attack Power 1X21 Price 600 [Acquisition] 2nd Run M09 Hangar Sh3 Attack Power 1X22 Price 900 [Acquisition] 3rd Playthrough M09 Hangar					
	DESTROYER	Factory ■ iT Dock				
	Destroyer	1X70: 90	1	35	88 Volumes: One; M24-A Clear	
	d Attack Power 1X71 [Obtained] When clearing M24-A EQ Attack Power 1X72 [Obtained] Clearing M24-A in 3rd Playthrough					
	IRON LUMP	Rainbow*} Kaiitsu. e. ■ fu. Ji. ^				
	Iron Lump	1X40: 90	1:10	H	400; M24ASM*	
	ED Attack Power 1X41 Price 800 [Acquisition] Defeat specific enemy unit in M17 EQ Attack Power 1X42, Price 1200 [Acquisition] Defeat specific enemy unit in M17 during 2nd playthrough					

PB [Pile Bunker]

	B-TUSK	攻撃力	射程	EH	EH	C	入手		
	Battle Tusk	1X50	80	1	10	Co	400		
	Plate Attack Power 1X51, Price 800 [Acquisition] Defeat specific enemy unit in M20 +2 Attack Power 1X53, Price 1200 [Acquisition] Defeat specific enemy unit in M20								
	F-X IMPERIAL	攻撃力	射程	EH	EH	E3	入手		
	F-X Imperial	1X90	80	1	30			M36 Defeat Specific Enemy Unit	
	BS! Attack Power 1X91 [Obtained] 2nd Playthrough M36 Defeat Specific Enemy Unit K3 Attack Power 1X92 [A Hand] 3rd Playthrough M36 Specific Enemy Unit Destroyed								
	HEAVY PILE	攻撃力	is	射程	E3	m	入手		
	HEAVY PILE	1X30	80	1	10	Co	250	M18 Hangar	
	KS! Attack Power 1X31, Price 500 [Acquisition] Second Playthrough M14 Map E3 Attack Power 1X32, Price 750 [Acquisition] 3rd Playthrough M11-A Map								

RD [Rod]

	CRUSADER ROD	K	射程	EH	m	EH	入手		
	Crusader Rod	1X90	Nissel 85	1	10	8	1100	M44 Hangar	
	8X! Attack Unit 1X91, Price 2200 [Acquisition] 2nd Playthrough M44 B3 Attack Power 1X92, Price 3300 [Acquired] 3rd Playthrough M39 Defeat Specific Enemy Unit								

F-1 TONFA F-1 Tonfa	1X13	85	ELI	C3	EH	170	M04 Hangar
H1 Attack 1X14, Price 340 [Acquisition] 2nd Run M04 Hangar				ts1			E3 Attack Power 1X15, Price 510 [Acquisition] 3rd Playthrough M04 Hangar
F-2 TONFA F-2 Long Tonfa	1X26	80	ms	CU	H	240	M12 Hangar
H Attack Power 1X27, Price 480 [Acquisition] Inside M14 Container							S3 Attack Power 1X28, Price 720 [Acquisition] 3rd Round M12 Hangar
F-3 HAND ROD F-3 Hand Rod	1 X34	80	Frid	ms	EH	300	M18 Hangar
H1 Attack Power 1X35, Price 600 [Acquisition] Defeat specific enemy unit							KH Attack Power 1X36, Price 900 [Acquisition] Defeat specific enemy unit in M18 Access 2nd playthrough
F-4 HAND ROD F-4 Hand Rod	1X37	80	Yoga		EH	400	M24 Hangar
H Attack Power 1X38, Price 800 [Acquisition] 2nd Playthrough M24 Hangar							B3 Attack Power 1X39, Price 1200 [Acquisition] 3rd Playthrough: Defeat
KAGIROI Flame	1 X50	80	4	ms	EH	20	Upon clearing M40
B1 Attack Power 1X51 [Obtained] After clearing M40 in the							C3 Attack Power 1X52 [Obtained] After clearing M40 in 3rd playthrough
K-SABER Keen Saber	1 X40	80	ELI3	FH	rm	380	M24 Hangar
H Attack Power 1X41, Price 760 [Acquisition] 2nd Round M24 Hangar					sa		E3 Attack Power 1X42, Price 1140 [Acquisition] 3rd Playthrough M14

パーツあれこれ 豆知識

Recommended Weapon Collection by Type

Among melee weapons, close-range weapons, and long-range weapons Weapons Recommended for Equipping in the Late Game. All weapons boast high

. Among them, the melee weapon DESTROYERS the DESTROYERS melee weapon, making its debut in this installment, is a recommended weapon with two

Melee Weapon



CRUSADER ROD

A melee weapon boasting the strongest attack power It boasts high accuracy and reliably guaranteed to



DESTROYERS

A rare melee weapon possessing A rare melee weapon possessing both shock and heat attributes.

Close-range weapon



FV-24B

The FV-24B Shingan boasts the highest overall attack power among machine guns. Shingan When the skill



COVET V300

With an accuracy rating of 98, this is a highly accurate shotgun. shotgun. It rarely misses, rarely

Ranged Weapon



BANISH H

Boasting a maximum range of 6, the Bazooka. It boasts high attack power and can be used instead of a



ALBATROSS

3x34 attack power, accuracy 82, maximum range 6 Lance's appeal lies in its 3X34 attack power, accuracy It



Shoulder

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Shoulder DATA

MS [Missile]

	BLACK PANTHER Bufuk Panther Funcha	3X33: 80	3-6: 3	80: 300	1600: 1600	M44 Hangar
	Attack Ka 3X34, Price 320	[M44] Hangar	[Show]	Power 3X33	Price 1600	[Acquisition] 3rd Playthrough M44 Hangar
	BONE Bone M Launcher	2X14: 76	3-5: 3	24: 24	360: 360	M05-A Clear
	Attack Power 2X15, Price 100	[Acquired] M05-A	[Rear] 3-5	[E3] Power 2X14	Price 360	[Acquisition] Upon clearing M05-A in the 3rd Playthrough
	CERES Keres M Launcher	2X47: 82	6-8: 2	70: 70	1400: 1400	M35 Hangar
	B - Attack 2X48, Price 280	[M35] Hangar	[ES] Power 2X47	Price 1400	[Acquisition] 3rd Run M35 Hangar	
	CRANE Crane M Launcher	3X32: 80	3-6: 3	80: 80	1560: 1560	M40 Hangar
	Attack Ka 3X33, Price 100	[M40] Hangar	[Attack] Power 3X32	Price 1560	[Acquisition] 3rd Playthrough M40 Hangar	
	DONKEY Donkey M Launcher	3X20: 78	3-6: 2	34: 34	860: 860	M24 Hangar
	n - Attack 3X21, Price 172	[M24] Hangar	[Show] Attack 3X20	Power 3X20	Price 860	[Acquisition] 3rd Run M24 Hangar
	DONKEY DX Donkey DXM Launcher	3X25: 80	4-8: 2	70: 70	1280: 1280	M35 Hangar
	E3 Attack Power 3X26, Price 256	[M35] Hangar	[ES] Power 3X25	Price 1280	[Acquisition] 3rd Playthrough M35	
	DONKEY DXH Donkey DX2M Launcher	1X99: 86	3-6: 4	90: 90	2000: 2000	M49 Hangar
	Attack Power 1X100, Price 600	[M49] Hangar	[Attack] Power 1X99	Price 2000	[Acquisition] 3rd Round M49 Storage	
	EGRET Egret M Launcher	2X21: 76	3-6: 3	32: 32	540: 540	M12 Hangar
	Attack Power 2X22, Price 100	[M12] Hangar	[Show] Attack 2X21	Power 2X21	Price 540	[Acquisition] 3rd Playthrough M12
	GOLDIAS Goldias M Launcher	2X28: 78	3-6: 2	30: 30	600: 600	M18 Hangar
	0 - Attack Power 2X29, Price 132	[M18] Hangar	[ES] Power 2X28	Price 600	[Acquisition] 3rd Round M18 Hangar	
	MAGIC BOX Magic Box Launcher	3X22: 78	4-6: 2	50: 50	1000: 1000	M26 Hangar
	Attack Ka 3X23, Price 100	[M26] Hangar	[EO] Power 3X22	Price 1000	[Acquisition] 3rd Round M26 Hangar	
	MGR-IB MGR-01d	2X12: 74	3-5: 2	20: 20	340: 340	M06 Hangar
	Attack Power 2X13, Price 100	[Acquisition] 3rd Round M06 Hangar	[EQ] Power 2X12	Price 340	[Acquisition] 3rd Playthrough M06 Hangar	
	PARAINA Parina M Launcher	1X90: 84	4-6: 4	84: 84	1800: 1800	M49 Hangar
	Attack Ka 3X91, Price 36	[M49] Hangar	[E3] Power 1X90	Price 1800	[Acquisition] 3rd Run M49 Hangar	
	PIZ-3 Piz 3 M Funch	1X10: 68	3-4: 3	12: 12		Odd Eye Initial Equipment
	PIZ-8 Piz 8	3X22: 78	3-6: 2	40: 40	920: 920	M24 Hangar
	Attackers Ka 3X23, Price 18	[M24] Hangar	[EQ] Power 3X22	Price 920	[Acquisition] Second Playthrough M2015	
	SKULL Skull M Launcher	3X24: 80	3-6: 3	64: 64	1300: 1300	M28 Hangar
	Attack Power 3X25, Price 390	[M28] Hangar	[Show] Attack 3X24	Price 1300	[Acquisition] 3rd Playthrough M28 Hangar	

Shoulder → MS [Missile]

	SLAY Slay M Launcher	2X37	80	3-6	3	64	1300	M28 Hangar
E3 C3 E3 Attack Power 2X37, Price 2600 [Acquisition] 2nd Round M28 Hangar E3 Attack Power 2X39, Price 3900 [Acquisition] 3rd Playthrough M28 Hangar								
	SUN OWL Sun Owl M Launcher	3X14	76	3-5	3	32	500	M12 Hangar
E9 E3 EH E1 Attack Power 3X15, Price 1000 [Acquisition] 2nd Playthrough M11-B E3 Attack Power 3X16, Price 1500 [Acquisition] 3rd Run M11-B Specific Container Destruction								

ORK [Rocket]

	ALBATROSS Albatross R Launcher	3X34	82	3-6	3	80	1700	M44 Hangar
am k EH EH Lkl B1! Attack Ka 3X35, Price 3400 [Acquisition] 2nd Playthrough M44 Hangar E3 Attack Ka 3X36, Price 5100 [Acquired] 3rd Playthrough M20 Guard Post Conversation with Thresh								
	GALVADOS Galvados R Launcher	3X11	76	3-5	3	26	400	M09 Hangar
E3 E3 E3 E3 Attack 3X12, Price 800 [Acquisition] 2nd Run M09 Hangar B3 Attack Power 3X13, Price 1200 [Acquired] 3rd Playthrough M09 Hangar								
	PROBATON Pro Baton R Launcher	3X30	80	3-6	3	76	1480	M40 Hangar
rm 2^3 EI3 FH EH E3 D Attack Power 3X31, Price 2900 [Acquisition] 2nd Playthrough M40 Hangar S3 Attack Power 3X32, Price 4440 [Acquisition] 3rd Playthrough M40 Hangar								
	RAGOS Lagos R Launcher	2X37	80	4-8	2	62	1280	M26 Hangar
BO TTT EH Attack Ka 2X38, Price 2560 [Acquisition] 2nd Run M26 Hangar Showa Attack Ka2X39, Price 3840 [Acquired] 3rd Playthrough M26 Hangar								
	WILD GOOSE Wild Goose R Launcher	3x30	80	3-4	3	74	1380	M35 Hangar
d3l B1! Attack Power 3X31, Price 2760 [Acquisition] 2nd Round M35 Hangar B3 Attack Power 3X32, Price 4140 [Acquisition] 3rd Playthrough M35 Hangar								

SH [Shield]

	FIRE WALL Firewall	22	One	-	-	26	600	M28 Hangar
H Defense Ka23, Price 1200 [Acquisition] 2nd Playthrough M28 Hangar KH Defense Ka24, Price 1800 [Acquired] 3rd Playthrough M28 Hangar								
	WS-2B WS-2B	17	-	-	-	24	560	M26 Hangar
rm fti 103 K51 Defense Ka18, Price 1120 [Acquisition] 2nd Run M26 Hangar S3 Defense Ka19, Price 1680 [Acquired] 3rd Run M26 Hangar								
	WS-14 WS-14 Shield	12	One	-	One	18	300	M18 Hangar
EH 01 KU E1 Defense Ka13, Price 600 [Acquisition] Inside M21 Container ESI Defense Unit 14, Price 900 [Acquisition] 3rd Run M18 Hangar								
	WS-14B WS-14B	27	One	One	-	28	700	M40 Hangar
amu rm FHI Plate Defense Ka28, Price 1400 [Acquisition] 2nd Run M40 Hangar E3 Defense Ka29, Price 2100 [Acquisition] 3rd Run M21 Container								
	WS-20 WS-20 Shield	9	-	One	-	12	200	M09 Hangar
E3 EH I^J K1 Defense Ka10, Price 400 [Acquisition] 2nd Round M09 Hangar S3 Defense C11, Price 600 [Acquisition] 3rd Playthrough M09 Hangar								
	ws-n ws-n Shield	4	-	One	One	6	160	M04 Hangar
Age EH Plate Defense Ka5, Value 320 [Acquisition] Second Playthrough M04 Hangar B3 Defense Ka6, Price 480 [Acquisition] 3rd Run M04 Hangar								

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Body DATA									
	ARPEGGIO Arpeggio Body	144	40	300	70	1400	M28 Hangar		
	EQ Defense Ka45, Price 2800	Acquisition	M28 Hangar						
	AVENIR Avenir Body	84	28	200	55	700	M18 Hangar		
	Defense Ka33, Price 1400	Acquisition	M18 Hangar						
	BIZANT Bizant Body	72	30	260	44	680	M18 Hangar		
	ES Defense Ca35, Price 1360	Acquisition	M1 Taste Hangar						
	BLIZZAIA Blizzaria Body	180	46	300	80	1640	M35 Hangar		
	E3 Defense Ka51, Price 3280	Acquisition	M35 Storage						
	BLIZZAIA n Blizzaria n Body	204	48	320	90	1800	M40 Hangar		
	Defense Ka53, Price	Acquisition	M40ft Leku						
	BONART Bonart Body	108	30	210	65	880	M24 Hangar		
	Defense Ka35, Price 1760	Acquisition	M24J Handheld Storage						
	CALM Calm Body	24	8	55	12		Champ Starting Equipment	Odd Eye Starting Equipment	
	CICADA n Cicada n Body	144	36	260	80	1120	M26 Hangar		
	Defense Ka41, Price 2240	Acquisition	Item M26						
	CRABESANT Crabesant Body	60	24	200	36	600	M12 Hangar		
	KQ Defense Ka29, Price 1200	Acquisition	3rd Tier Parts Depot						
	CRABESANT H Crabesant H Body	66	30	240	40	680	M18 Hangar		
	Defense C35, Price 1360	Acquisition	Top Parts Depot						
	CROF Crof Body	96	30	1220	50	840	M24 Hangar		
	E3 Defense Ka35, Price 1680	Acquisition	d-eye Runa-ko						
	ELDOS Eldos Body	228	54	420	80	2280	M49 Hangar		
	En Defense Ka59, Price 4560	Acquisition	Kiichi Tonoo 3-Eye Hoon						
	FLUGEL Flügel Body	174	46	320	80	1700	M40 Hangar		
	na Defense Ka51, Price 3400	Acquisition	Ear-Eye Each						
	FROST Frost Body	108	32	200	60	800	M18 Hangar		
	Ka Defense Ka37, Price 1600	Acquisition	21 Container Bokunai						
	FROST HW Frost HW Body	128	42	260	80		Week 2 M14 Container		
	GALVO Galvo Body	42	13	130	28	400	M04 Hangar		
	Defense Ka18, Price 800	Acquisition	M04IS Hangar						



	GALVO MRX GALVO MRX Body	54	22	180	34	540	M12 Hangar
CO Defense Ka27, Price 1080 [Acquisition] Second Playthrough M12 Hangar							
	GALVO SV GALVO SV Body	48	18	160	30	460	M09 Hangar
ES1 Defense Ka23, Price 920 [Acquisition] Second Playthrough M09 Hangar							
	GEIN Gain Body	60	22	170	38	540	M12 Hangar
EH Defense Ka27, Price 1080 [Acquisition] Second Playthrough M12 Hangar							
	GENEM GENEM Body	66	24	180	40	600	M12 Hangar
BU Defense Ka29, Price 1200 [Acquisition] Second Playthrough M12 Hangar							
	GIZEH Giza Body	45	13	120	30	400	M04 Hangar
B1 Defense Ka18, Price 800 [Acquisition] Second Playthrough M04 Hangar							
	GROPPE Groppe Body	54	24	220	32	600	M12 Hangar
ED Defense Ka29, Price 1200 [Acquisition] Second Playthrough M12 Hangar							
	GROPPE SPV Groppe SP-V Body	120	34	220	70	980	M26 Hangar
EO Defense Ka39, Price 1960 [Acquisition] 2nd Run M26 Hangar							
	HUSKY Mk.m Husky Mk.m Body	39	13	140	26	400	M04 Hangar
En Defense Ka18, Price 800 [Acquisition] Second Playthrough M04 Hangar							
	HUSKY Mk.IV Husky Mk.IV Body	51	20	165	30	480	M09 Hangar
En Defense Ka25, Price 960 [Acquisition] M11-A Map							
	IGEL EINS H IGEL EINS H Body	250	60	440	75	2300	M49 Hangar
Ea Defense Ka65, Price 4600 [Acquisition] Second Playthrough M49 Hangar							
	INDOS Indos Body	144	40	300	70	1360	M26 Hangar
EH Defense Ka45, Price 2720 [Acquisition] Second Run M26 Hangar							
	MEARAID Mearaid Body	120	36	280	64	1100	M26 Hangar
ES1 Defense Ka41, Price 2200 [Acquisition] Second Playthrough M26 Hangar							
	MOTH VR.5 MOTH VR.5 Body	66	26	220	40	660	M12 Hangar
EO Defense Ka31, Price 1320 [Acquisition] Inside M14 Container							
	NOVARAID Novaraid Body	126	38	300	64	1200	M26 Hangar
Curved Defense Ka43, Price 2400 [Acquisition] Second Playthrough M26 Hangar							
	NUMSEKAR Namskal Body	220	60	320	85	1980	M44 Hangar
EO Defense Ka65, Price 3960 [Acquisition] Second Run M44 Hangar							
	ORCUS Orcus Body	60	28	240	45	700	M18 Hangar
Defense 33, Price 1400 [Acquisition] Second Playthrough M18 Hangar							
	ORCUS n Orcus Robody	96	34	260	60	980	M26 Hangar
E3 Defense Ka39, Price 1960 [Acquisition] Second Playthrough M26 Hangar							
	ORGEL Orgel Body	150	42	340	76	1580	M35 Hangar
E1 Defense Ka47, Price 3160 [Acquisition] Second Run M35 Hangar							

モビルスーツ



PABOTTE

Pabotte Body 36: 11 120 26 340: M02 Hangar

EH Defense Ka16, Price 680 [Acquisition] Second Playthrough M02 Hangar



PABOTTE n

Pabotte n Body 54: 18 140 34: 460: M09 Hangar

BSt Defense Ka23, Price 920 [Acquired] 2nd Run M09 Hangar



PEGASE

Vega's Body 228: 50 340 96 1880: M44 Hangar

E! Defense Ka55, Price 3760 [Acquisition] Second Run M44 Hangar



PEREGRINE

Peregrine Botti 84 32 240 45 880: M24 Hangar

B! Defense Ka37, Price 1760 [Acquisition] Second Playthrough M24 Hangar



PERZEA

PERZEA BODY 156 48 420 74 1780: M40 Hangar

BO Defense Ka53, Price 3560 [Acquisition] Second Playthrough M40 Hangar



PHANTOM

Phantom Body 220 48 500 64 Defeat M50 Specific Enemy Unit

Q Defense Ka53 [Acquired] 2nd Playthrough M50 Defeat Specific Enemy Unit



PIOUS

Pious Body 120 40 440 60 1800: M35 Hangar

E3 Defense Ka45, Price 3600 [Acquisition] Second Playthrough M35 Hangar



PRISOMEA

Brisomea Body 132 40 360 60 1500: M28 Hangar

ESI Defense Ka45, Price 3000 [Acquisition] Second Playthrough M28 Hangar



PROZION

Prozion Body 120 44 400 70 1640: M35 Hangar

EH Defense Ka49, Price 3280 [Acquisition] Second Run M35 Hangar



RATMOUNT

Ratmount Body 168 42 300 82 1580: M35 Hangar

ESI Defense Ka47, Price 3160 [Acquisition] Second Run M35 Hangar



S-ORCUS

S-ORCUS Body 132 38 280 68 1200: M26 Hangar

M Defense 43, Price 2400 [Acquisition] Second Playthrough M26 Hangar



STORK

S'uk Body 72 28 220 50 700: M18 Hangar

EEL Defense Ka33, Price 1400 [Acquisition] Second Playthrough M18 Hangar



STORK Mk.IV

STORK Mk.IV Body 108 34 240 64 980: M26 Hangar

H! Defense Ka39, Price 1960 [Acquisition] Second Playthrough M26 Hangar



STREGA

Strega Body 150 38 320 75 1300: M26 Hangar

EQ Defense C43, Price 2600 [Acquisition] Second Playthrough M26 Hangar



TEMPEST

Tempest Body 36 20 180 32 450: M06 Storage Bay

C3 Defense Ka25, Price 900 [Acquired] Upon clearing M05-B in the second playthrough



TENDUS

TENDUS Body 27 10 110 20 300: M02 Hangar

Q! Defense 15, Price 600 [Acquisition] Second Playthrough M02 Hangar



TYPE 65

Sakata Type 65 Bo:ri 132 40 300 66 1400: M28 Hangar

EH Defense Ka45, Price 2800 [Acquisition] Second Playthrough M28 Hangar



TYPE 67

Sakata Type 67 Body 132 42 360 70 1580: M35 Hangar

EXI Defense Unit 47, Price 3160 [Acquisition] Second Run M35 Hangar



	TYPE 67C Sakata Type 67 Modified Body E3 Defense Ka51, Price 3400 [Acquisition] Second Run M40 Hangar	HP	出力	EH	入手			
	TYPE 103 Sakata Type 103 Body EH Defense Ka55, Price 3760 [Acquisition] Second Run M44 Hangar	HP	出力	EH	入手			
	TYPE 105 Sakata Type 105 Body EH Defense Ka57, Price 4200 [Acquisition] Second Run M49 Hangar	HP	防御力	出力	EH	入手		
	TYPE 150 Sakata Type 150 Body EH Defense Ka57, Price 3880 [Acquisition] Second Run M44 Hangar	HP	防御力	出力	EH	入手		
	VAJE Vajebody Curved Defense Ka20, Price 980 [Acquisition] M11-B Specific Container Destruction	防御力	出力	E3	EH	入手		
	VALIANT Valiant Body EH Defense Ka59, Price 4560 [Acquisition] Second Run M49 Hangar	HP	防御力	出力	n	ZI	入手	
	VALS VALS Body EH Defense Ka57, Price 4200 [Acquisition] Second Run M49 Hangar	HP	防御力	出力	EH	C3	入手	
	VAPOR Vapor Body Defense C21, Price 900 [Acquired] After clearing M05-B in the second playthrough	HP	出力	出力	EH	C3	入手	
	VASA Vasa Body E3 Defense Ka37, Price 1840 [Acquisition] Second Playthrough M24 Hangar	HP	防御力	出力	EH	EH	入手	
	WILD GOAT Wild Goat Paddy E3 Defense Ka45, Price 2800 [Acquisition] Second Playthrough M28 Hangar	HP	防御力	出力	出力	EH	入手	
	ZEARAID Zeal Raid Body E3 Defense Ka37, Price 1600 [Acquisition] Second Playthrough M18 Hangar	HP	防御力	出力	出力	EH	入手	
	ZELIA ZELIA Body K3 Defense Ka57, Price 3920 [Acquired] 2nd Run M44 Hangar	HP	防御力	出力	出力	EH	EH	入手
	ZELT ZELT Body KH Defense Ka30, Price 1800 [Acquisition] Second Playthrough M18 Hangar	HP	出力	出力	出力	E3	E3	入手
	ZENITH ZENITH Body ESI Defense Ka16, Price 680 [Acquisition] Second Playthrough M02 Hangar	HP	防御力	出力	出力	出力	出力	入手
	ZENITH V Zenith V Body EO Defense Ka63, Price 4800 [Acquisition] Second Run M49 Hangar	B3I	出力	出力	出力	出力	出力	入手
	ZEROA ZEROA Body E3 Defense Ka49, Price 3280 [Acquisition] 2nd Run M35 Hangar	HP	出力	出力	出力	出力	出力	入手
	ZIGLE-6B ZIGLE-6B Body ESI Defense Ka23, Price 920 [Acquisition] Second Playthrough M09 Hangar	HP	出力	出力	出力	出力	出力	入手
	ZIGLE-11A Zigle-11A Body ESI Defense Ka27, Price 1080 [Acquisition] Second Run M12 Hangar	K3I	出力	出力	出力	出力	出力	入手

	ZIKADE Twikerde Body	96	34	260	48	920	M24 Hangar
BO Defense Ka39, Price 1840 [Acquisition] Second Playthrough M24 Hangar							
	ZINC Zinc Body	162	42	300	80	1500	M28 Hangar
B51 Defense Ka47, Price 3000 [Acquisition] Second Playthrough M28 Hangar							
	ZOLA-3A Zola 3A Body	30	11	140	22	340	M02 Hangar
D1 Defense C16, Price 680 [Acquisition] Second Playthrough M02 Hangar							
	КОРОЛД Karok Body	228	52	400	90	2200	M49 Hangar
K51 Defense Ka57, Price 4400 [Acquisition] 2nd Run M49 Hangar							
	ТИРАН Tiran Body	204	50	440	80	2000	M44 Hangar
Bn Defense Ka55, Price 4000 [Acquisition] After clearing M20 in the second playthrough							

パーツ
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Recommended WAP by Type

Among the WAPs obtainable from the mid-game to the endgame, that stand out as particularly excellent, categorized by We will introduce them separately: those suitable for close combat and melee, those suitable for long-range combat, and those suitable for both. We'll introduce them separately. WAPs suited for melee/close-range

, so you'll want to choose high-output parts. In this case, if there is sufficient output margin even with shoulder weapons equipped on both shoulders,, you can equip arm weapons for counterattacks and equip a Riff on the back to serve as support.. Use the WAP introduced here as a base and set up your equipment according to your tactics and mission

Close Combat

VALIANT



High HP and defense to absorb attacks and fight on the front lines. Suitable for close-range combat types.. With an output of 400 and can equip heavy weapons.

ТИРАH



4x25 high-caliber and its The arm section is the highlight. weapons, the overall weight is reduced, and its mobility is enhanced is also noteworthy.

Long-range combat

ZENITH V

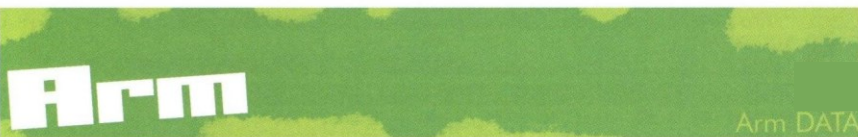


The torso's output is extremely high and can easily equip multiple heavy weapons. with ease. Its high mobility in the legs is also appealing; equipping only this leg

PIOUS



Available in the mid-game, Mission 35, and boasts a high output of 440 for its torso. high-performance parts. equipped with shoulder weapons on both



ARM PUNCH

[Arm Punch]

	ARPEGGIO Arpeggio Arm	HP	40	命中率	68	EH	Rei	1X25	86	H	700	M28 Hangar
Defense Power 45, Built-in Attack Power 1X26, Price 1400 [Acquisition] 2nd Playthrough M28 Hangar												
	AVENIR Avenir Arm	HP	48	28	命中率	70	32	1X14	80	E	350	M18 Hangar
E51 Defense Cap 33, Built-in Attack Cap 1X15, Price 700 [Acquisition] 2nd Playthrough M18 Hangar												
	BLIZZAIA Blizzaria Arm	HP	132	50	命中率	76	64	1X35	76	H	800	M35 Hangar
Plate Defense Ka55, Built-in Attack Power 1X36, Price 1600 [Acquisition] 2nd Playthrough M35 Hangar												
	BLIZZAIA Blizzaria Arm	HP	144	48	命中率	78	70	1X35	80	H	880	M40 Hangar
E3 Defense Ka53, Built-in Attack Power 1X36, Price 1760 [Acquisition] 2nd Playthrough M40 Hangar												
	BONART Bonart Arm	HP	72	30	命中率	72	36	1X16	82	m	400	M24 Hangar
E3 Defense Ka35, Built-in Attack Power 1X17, Price 800 [Acquisition] 2nd Playthrough M24 Hangar												
	CALM Calm Arm	HP	19	9	命中率	45	8	1X7	80	H	-	Chamo Odd Eye Starting Equipment
	CICADA Shikeida!! Arm	HP	96	32	命中率	74	44	1X20	84	H	520	M26 Hangar
K1 Defense Ka37, Built-in Attack Power 1X21, Price 1040 [Acquisition] 2nd Playthrough M26 Hangar												
	CRABESANT Club Sun Arm	HP	48	26	命中率	70	30	1X9	82	C3	300	M12 Hangar
K10 Defense Ka31, Built-in Attack Power 1X10, Price 600 [Acquisition] 2nd Playthrough M12 Hangar												
	CRABESANT Club Sun H Arm	HP	42	30	命中率	70	30	1X12	80	H	340	M18 Hangar
Defense 35, Built-in Attack 1X13, Price 680 [Acquisition] 2nd Playthrough M18 Hangar												
	DASLER Dasler Crow Arm	HP	216	58	命中率	86	76	1X96	92	H	1600	M49 Hangar
EH Defense Ka63, Built-in Attack Power 1X97, Price 3200 [Acquisition] 2nd Playthrough M49 Hangar												
	DASLER DASLAROU!! ARM	HP	150	42	命中率	80	65	1X82	85	H	-	Inside M14 Container on 3rd Floor
Defense Power 47, Built-in Attack Power 1X83 [Acquired] Inside M14 Container on 3rd Playthrough												
	DRAGON HANDS Dragon Hand Arm	HP	120	50	命中率	98	80	1X99	98	H	-	2nd Round M47 Map
Plate Defense Ka57, Built-in Attack Power 1X100 [Acquired] 3rd Round M47 Matsubuchi												
	ELDOS Eldos Arm	HP	156	54	命中率	84	64	1X40	82	H	1200	M49 Hangar
13a Defense Ka59, Internal Attack Power 1X41, Price 2400 [Acquisition] 2nd Run M49 Hangar												
	FLUGEL Flugel Arm	HP	132	46	命中率	70	68	1X35	82	H	800	M40 Hangar
D2 Defense Ka51, Built-in Attack Power 1X36, Price 1600 [Acquisition] 2nd Playthrough M40 Hangar												
	FROST Frost Arm	HP	60	32	命中率	72	34	1X15	80	H	380	M18 Hangar
D Defense Power 37, Built-in Attack Power 1X16, Price 760 [Acquisition] 2nd Playthrough M18 Hangar												

※Only the right arm possesses these two arms



ARM PUNCH (Arm Punch)

	FROST HW Frost HW Arm	90	48	74	45	1X15	84	Elf1	m		Inside M14 Container
	GALVO Galvo Arm	25	16	62	20	1 X5	82	Time	M	200	M04 Hangar
	GALVO MRX Galvo MRX Arm	42	24	68	28	1 X8	82	9 EO3	M	280	M12 Hangar
	GALVO SV Galvo SV Arm	36	22	64	26	1X7	82	rni	M	250	M09 Hangar
	GEIN Gain Arm	48	22	66	32	1 X10	80	EE! Defense Ka27, Built-in Attack Power 1X8, Price 500 [Acquisition] Second Playthrough M09 Hangar	m	280	M12 Hangar
	GENEM Genem Arm	54	24	68	32	1 X10	82	So6 r7!	M	300	M12 Hangar
	GIZEH Giza Arm	26	15	61	24	1 X6	81	ITTI f	H	200	M04 Hangar
	GROPPE Guts Arm	42	28	72	28	1 X9	82	111 Ball LU	M	300	M12 Hangar
	GROPPE SPV Globe SP-V Arm	84	32	74	40	1 X20	82	H1 Defense Ka33, Built-in Attack Power 1X10, Price 600 [Acquisition] Second Playthrough M12 Hangar	H	480	M26 Hangar
	HUSKY Mk.m Husky Mk.m Arm	24	17	63	18	1X5	83	13-Simplified E3 Rei-i	M	200	M04 Hangar
	HUSKY Mk.IV Husky Mk.IV Arm	39	24	65	126	1 X7	82	U1 Defense Ka22, Built-in Attack Power 1X6, Price 400 [Acquisition] Second Playthrough M04 Hangar	M	260	M09 Hangar
	IGEL EINS H Eiger Ain H Arm	175	68	72	42	1 X40	90	Private 唯 EH Lil	H	1265	M49 Hangar
	MEARAID Mearley Arm	72	36	80	32	1X19	82	IE3 Plate-Fool-Man	M	500	M26 Hangar
	MOTH VR.5 Moth VR.5 Arm	54	28	70	31	1 X11	82	IE3	M	320	M12 Hangar
	NOVARAID Novare Arm	78	40	82	34	1 X20	80	IFT II*7 in EJ IE im	M	1580	M26 Hangar
	NUMSEKAR Namskal Arm	154	68	90	48	1X45	90	EE! Defense 45, Built-in Attack 1X21, Price 1160 [Acquisition] Second Playthrough M26 Hangar	M	1089	M44 Hangar
	ORCUS Orcus Arm	36	34	74	28	1 X12	82	IE3 On IKH luJ IC3	M	350	M18 Hangar
	ORCUSlo Orcuslo Arm	60	36	78	30	1X18	80	First Kouchi-Lou I-Kingof IF7 im	M	480	M26 Hangar

ARM PUNCH (Arm Punch)

	ORGEL Orgel Arm BO Defense 51, Built-in Attack 1X36, Price 1500 [Acquisition] Second Playthrough M35 Hangar	HP	108	防弾力	46	E Plate	70	EH	58	内蔵攻撃力	1X35	命中補正值	80	m	750	M35 Hangar	入手
	PABOTTE Pabotte Arm E51 Defense Ka18, Built-in Attack Power 1X6, Price 320 [Acquisition] Second Playthrough M02 Hangar	HP	25	命中率	13	58	20	1X5	81	m	EH	160	M02 Hangar	入手			
	PABOTTE n Pabotte n Arm Defense: 28, Built-in Attack: 1X8, Price: 500 [Acquisition] Second Playthrough M09 Hangar	HP	33	命中率	23	63	25	1X7	80	m	KU	250	M09 Hangar	入手			
	PEGASE Pegasus Arm Defense: 55, Built-in Attack Power: 1X41, Price: 1800 [Acquisition] Second Playthrough M44 Hangar	HP	156	防弾力	50	80	72	1X40	82	EH	IZI	900	M44 Hangar	入手			
	PEREGRINE Peregrine Arm EH Defense Ka39, Built-in Attack Power 1X16, Price 800 [Acquisition] Second Playthrough M24 Hangar	HP	48	命中率	34	74	30	1X15	80	Strike	m	EH	400	M24 Hangar	入手		
	PERZEA Belzea Arm Defense 55, Built-in Attack 1X26, Price 1760 [Acquisition] Second Playthrough M40 Hangar	HP	96	命中率	50	82	50	1X25	82	Ichi	EH	880	M40 Hangar	入手			
	PHANTOM Phantom Arm E51 Defense Ka 51, Built-in Attack Power 1X37 [Acquired] Defeat M50 Specific Enemy Unit in 2nd Playthrough	HP	160	命中率	46	88	52	1X36	88	Batch	I33	EH	Defeat specific enemy unit at K44	入手			
	PIOUS Pius Arm Sa Defense 50, Built-in Attack 1X26, Price 1980 [Acquisition] Second Playthrough M35 Hangar	KOI	84	防弾力	45	70	34	1X25	80	EH	E3	EH	990	M35 Hangar	入手		
	PRISOMEA Brisome Arm K51 Defense Ka45, Built-in Attack Power 1X23, Price 1380 [Acquisition] Second Playthrough M28 Hangar	HP	78	防弾力	40	86	38	1X22	82	EH	EH	690	M28 Hangar	入手			
	PROZION Prozion Arm E1 Defense 55, Built-in Attack 1X31, Price 1600 [Acquisition] Second Playthrough M35 Hangar	HP	72	命中率	50	84	48	1X20	84	EH	I3S21	E5E1	EH	800	M35 Hangar	入手	
	S-ORCUS S'orcus Arm K51 Defense Ka43, Built-in Attack Power 1X21, Price 1160 [Acquisition] Second Playthrough M26 Hangar	HP	90	命中率	38	76	36	1X20	82	Shu	World	EH	580	M26 Hangar	入手		
	STORK S-I-C Arm E1 Defense 35, Built-in Attack 1X14, Price 700 [Acquisition] Second Run M18 Hangar	HP	42	命中率	30	72	30	1X13	82	EH	EH	350	M18 Hangar	入手			
	STORK Mk.IV Stork Mk.IV Arm E1 Defense Ka39, Built-in Attack Power 1X19, Price 960 [Acquisition] Second Playthrough M26 Hangar	E3	72	命中率	34	76	34	1X18	82	EH	E3	価格	480	M26 Hangar	入手		
	STREGA Strega Arm EH Defense 48, Built-in Attack Power 1X21, Price 1430 [Acquisition] Second Playthrough M26 Hangar	HP	105	防弾力	43	72	42	1X20	80	Room	EH	715	M26 Hangar	入手			
	TEMPEST Tempest Arm K31 Defense Ka27, Built-in Attack Power 1X7, Price 440 [Acquisition] Second Playthrough M06 Hangar	HP	24	命中率	22	60	26	1X6	84	EH	EH	220	M06 Hangar	入手			
	TENDUS Tendus Arm EO Defense Ka17, Built-in Attack Power 1X5, Price 300 [Acquisition] Second Playthrough M02 Hangar	HP	22	命中率	12	57	18	1X4	80	EH	Huang	EH	150	M02 Hangar	入手		
	TYPE 103 Sakata 103-type arm Curve Defense Ka57, Built-in Attack Power 1X31, Price 1800 [Acquisition] Second Playthrough M44 Hangar	HP	108	命中率	52	82	50	1X30	82	EEE	EH	価格	900	M44 Hangar	入手		
	TYPE 105 Sakata Type 105 Arm Curved Defense Ka57, Built-in Attack Power 1X41, Price 2200 [Acquisition] Second Playthrough M49 Hangar	HP	144	命中率	52	84	62	1X40	82	EH	Ma	EH	1100	M49 Hangar	入手		

武器の性能と入手方法

Arm



Machine Gun

	INDOS Indo-Sarmatian	HP 108	威力 40	命中率 76	重量 46	内蔵攻撃力 m 4X10	命中補正値 90	属性 Ko	価格 640	入手 M26 Hangar
	RATMOUNT Rat Mount Arm	HP 120	防御力 44	命中率 72	重量 62	内蔵攻撃力 Single 4X17	命中補正値 74	属性 Ko	価格 750	入手 M35 Hangar
	TYPE 67C Sakata Type 67 Modified Arm	HP 108	威力 48	命中率 72	重量 60	内蔵攻撃力 E3 用/力 2x37	命中補正値 74	属性 3	価格 800	入手 M40 Hangar
	VAMPIRE Vampire Arm	HP 130	防御力 44	命中率 78	重量 90	内蔵攻撃力 in 5X14	命中補正値 78	属性 Ko	価格 1000	入手 M40 Hangar
	VAPOR Vapor Arm	HP 30	威力 16	命中率 70	重量 23	内蔵攻撃力 Age m 4x3	命中補正値 72	属性 ES Co	価格 220	入手 M06 Hangar
	WILD GOAT Wild Goat Arm	HP 108	威力 40	命中率 68	重量 50	内蔵攻撃力 m 3X20	命中補正値 72	属性 3	価格 700	入手 M28 Hangar
	КОРОЛД Karoqarm	HP 168	威力 52	命中率 84	重量 68	内蔵攻撃力 in 4X23	命中補正値 82	属性 Ko	価格 1180	入手 M49 Hangar
	КОРОЛДП Karoq H-Arm	HP 200	防御力 49	命中率 90	重量 70	内蔵攻撃力 8X10	命中補正値 75	属性 □	価格 1250	入手 2nd Lap M12 Hangar
	ТИРАН Tiran Arm	HP 108	威力 50	命中率 90	重量 60	内蔵攻撃力 m 4X25	命中補正値 99	属性 Sō F 2	価格 1000	入手 M44 Hangar

SG Shotgun

	SPRIGGAN Subligar Arm	HP 60	威力 1	命中率 30	重量 85	内蔵攻撃力 F3 6X4	命中補正値 85	属性 KU H	価格 500	入手 M24 Hangar
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FT

	BOGGART Boggart Arm	HP 170	威力 50	命中率 90	重量 90	内蔵攻撃力 1 X80	命中補正値 90	属性 A3 FH 7	価格 1500	入手 M49 Hangar
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BZ Bazooka

	HORNET Kyoto Honest-a-mo	HP 50	威力 30	命中率 70	重量 36	内蔵攻撃力 Li 1 X25	命中補正値 70	属性 HF B	価格 350	入手 M12 Hangar
	SPHINX Next Sphinx A-mu	HP 100	威力 44	命中率 70	重量 70	内蔵攻撃力 E3 1 X58	命中補正値 70	属性 HF k 壺	価格 950	入手 [Redacted]

CN Cannon

	BIZANT Byzant Arm	HP 48	威力 File	命中率 30	重量 74	内蔵攻撃力 E3 4X7	命中補正値 74	属性 I33 Ko	価格 360	入手 M18 Hangar
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※Range is 1-5



CM [Cannon]

	CROF n Crofa Room	54	30	70	38	5X7	80	400	
	TYPE 65 H Sakata Type 65 H-Arm	84	40	70	46	3X20	74	700	M28 Hangar
	TYPE 67 n Sakata Type 67 H-Arm	96	48	70	54	2X34	74	750	M35 Hangar

パーツ
あれこれ

Special Acquisition Item Spawn Mission List

This section introduces all parts obtainable during missions. Most parts superior performance compared to other parts at the time of acquisition

Detailed acquisition methods are covered on the mission strategy pages, so refer to those and aim to collect as many as possible.

ミッション	1. Eve	2. Eve	3. Eve	
M05-A	Bone [Shoulder Weapon]	Bone+1 [Shoulder Weapon]	Bone+2 [Shoulder Weapon]	Mission Clear Reward
M05-B	VAPOR [Torso]	VAPOR+1 [Body]	TEMPEST+1 [Body]	Mission Clear Reward
	HUSKY Mk.IV+1 [Body]	ZIEGER+2 [Handgun]	T.C.K. ASSAULT+1 [Large]	
M11-A	R1W-3+1 [Handheld Weapon]	TUGHT+2 [Handheld Weapon]	HEAVY PILE+2 [Handheld Weapon]	Move to a specific point on the map
	OldS+1 [Handheld Weapon]	EMPIRE+2 [Handheld Weapon]	GLOSTER+1 [Large]	
	Repair S [Item]	SUN OWL+1 [Shoulder Weapon]	SUN OWL+2 [Shoulder Weapon]	
M11-B	VAJE+1 [Arm]	OURS+1 [Legs]	FLAME FOX+2 [Hand Weapon]	Destroy specific containers
	VAJE+1 [Torso]	EGRET+1 [Shoulder Weapon]	EGRET+2 [Shoulder Weapon]	
	Chipmunk [Back]	Repair SP [Item]	Repair SP [Item]	
	Smoke [Item]	CLINTON TYPE [Large]	PSG-5 [Handgun]	
M14	CRABESANT+1 [Legs]	DASLER H [Arm]	DASLER II+1 [Arm]	Move to Specific Container
	GALVO MRX+1 [Arm]	FROST HW [Torso]	CLINTON TYPE+1 [Large]	
	MOTH VR.5+1 [Torso]	T.C.K. ASSAULT [Large]	Repair SP [Item]	
	F-2TOMFA+1 [Hand Weapon]	HEAVY PILE+1 [Hand Weapon]	K-SABER+2 [Hand Weapon]	
	Acid [Item]	FROST HW [Arm]	K.O.N.G.+1 [Large]	
M16	PSG-5+1 [Handgun]	PSG-5+2 [Handgun]	WINEE PLUS+2 [Handgun]	Shoot down specific enemy
	PROTOTYPE [Large]	PROTOTYPE+1 [Large]	BANYAN [Large]	
M17	F-3 HAND ROD+1 [Hand Weapon]	F-3 HAND ROD+2 [Hand Weapon]	F-4 HAND ROD+2 [Hand Weapon]	Shoot down specific enemy units
	IRON LUMP+1 [Hand Weapon]	IRON LUMP+2 [Hand Weapon]	K-SABER+2 [Hand Weapon]	
M20	CO3PA [Computer]	THPAH+1 [Torso]	KOPOJIFI+1 [Torso]	Mission Clear Reward
	FROST+1 [Body]	INNOVA [Large]	GIGAS+1 [Large]	
M21	F-3 HAND ROD+1 [Hand Weapon]	K.O.N.G. [Large]	INNOVA+1 [Large]	Move to a specific container
	WS-14+1 [Shoulder Weapon]	FROST HW [Leg Weapon]	WS-14B+2 [Shoulder Weapon]	
M24-A	DESTROYES [Hand Weapon]	DESTROYES+1 [Hand Weapon]	DESTROYES+2 [Hand Weapon]	Mission Clear Reward
M25-A	GLOSTER [Large]	BANYAN+1 [Large]	ALGEM+1 [Large]	Move to a specific point on the map
M25-B	SLAB+1 [Hand Weapon]	HEXA G3+1 [Handheld Weapon]	HEXA G3+2 [Handheld Weapon]	Shoot down specific enemy
M28	COBRA+1 [Hand Weapon]	HEXA G3+1 [Handheld Weapon]	HEXA G3+2 [Hand Weapon]	Shoot down specific enemy
M32	SEAKING [Large]	SEAKING+1 [Large]	GAVEL+1 [Large]	Mission Clear Reward
	SNOW MAN+1 [Hand Weapon]	SNOW MAN+2 [Handheld Weapon]	GREY EYE+2 [Handheld Weapon]	
M36	F-X IMPERIAL [Hand Weapon]	F-X IMPERIAL+1 [Hand Weapon]	F-X IMPERIAL+2 [Hand Weapon]	Destroy specific enemy units
M38	GODWIT+1 [Legs]	GAVEL [Large]	GIGAS [Large]	Mission Clear Reward
	PAP66+1 [Handheld Weapon]	FV-24+1 [Handheld Weapon]	FV-24+2 [Handheld Weapon]	
M39	B-TUSK+1 [Handheld Weapon]	B-TUSK+2 [Hand Weapon]	CRUSADER ROD+2 [Hand Weapon]	Destroy specific enemy units
	HEXAFIRE-MkII+1 [Hand Weapon]	HEXA G3+1 [Handheld Weapon]	HEXA G3+2 [Hand Weapon]	
M40	KAGIRO [Handheld Weapon]	KAG Old 01+1 [Hand Weapon]	KAGIRO+2 [Hand Weapon]	Mission Clear Reward
M41	ZIEGE [Hand Weapon]	ZIEGE+1 [Hand Weapon]	ZIEGE+2 [Hand Weapon]	Move to a specific point on the map
M47	ALGEM [Large]	DRAGON HANDS [Arm]	DRAGON HANDS+1 [Arm]	Move to a specific point on the map
	COVET V300+1 [Hand Weapon]	BUREN [Large]	BUREN+1 [Large]	
	PHANTOM [Legs]	PHANTOM+1 [Legs]	PHANTOM+1 [Legs]	
	PHANTOM [Arm]	PHANTOM+1 [Arm]	PHANTOM+1 [Arm]	
M50	PHANTOM [Torso]	PHANTOM+1 [Torso]	PHANTOM+1 [Torso]	Shoot down specific enemy units
	SI Prototype [Computer]	SI Prototype [Computer]	SI Prototype [Computer]	Mission Clear Reward

Legs

Legs DATA

Normal

	AVENIR Avenir Leg BSI Defense Ka35, Price 900 [Acquisition] Second Playthrough M18 Hangar	66	30	mn	14	40	E23 113 EH	450	M18 Hangar
	BLIZZARIA Blizzaria Leg KSI Defense Ka45, Price 1800 [Acquisition] Second Run M35 Hangar	144	40	o	14	60	nn	900	M35 Hangar
	BLIZZARIA H Blizzaria Leg Defense Ka51, Price 2000 [Acquisition] Second Playthrough M40 Hangar	180	46	o	16	80	IZ1	1000	M40 Hangar
	BONART Bonatreg SI Defense Type 43, Price 1080 [Acquisition] Second Playthrough M24 Hangar	84	38	o	16	46	Pan ESI	540	M24 Hangar
	CALM Calm Leg Chomp Odd Eye Starting Equipment	21	9	o	12	13	EH		
	CICADA n Shikeide H Leg EO Defense Ka39, Price 1320 [Acquisition] Second Run M26 Hangar	114	34	o	16	60	1.I	660	M26 Hangar
	CRABESANT CRABESANT BSI Defense Ka33, Price 800 [Acquisition] Inside M14 Container	48	28	o	16	38	EH	400	M12 Hangar
	ELDOS Eldos Leg m Defense 59, Price 3000 [Acquisition] Second Playthrough M49 Hangar	204	54	o	18	72	rm Pi3	1500	M49 Hangar
	FROST Frost Leg Curved Defense Ka41, Price 1000 [Acquisition] Second Playthrough M18 Hangar	72	36	o	14	45	E3	500	M18 Hangar
	FROST HW Frost HW Leg Inside M21 Container on 2nd Lap	103	53	o	14	60	EZ1		
	GALVO Garbo Leg Plate Defense Ka20, Price 560 [Acquisition] Second Playthrough M04 Hangar	32	15	o	14	22	k 尤	280	M04 Hangar
	GALVO MRX GALVO MRX Leg Curved Defense Ka29, Price 760 [Acquisition] 2nd Playthrough M12 Hangar	42	24	o	16	34	EZ EH	380	M12 Hangar
	GALVO SV Garbo SV Leg BSI Defense Ka25, Price 640 [Acquisition] Second Playthrough M09 Hangar	36	20	o	14	26	IZ3 EH	320	M09 Hangar
	GEIN Gein Leg Ba Defense Ka25, Price 760 [Acquisition] Second Playthrough M12 Hangar	48	20	o	14	38	ESI rm EH	380	M12 Hangar
	GENEM Genem Leg BU Defense Ka29, Price 800 [Acquisition] Second Playthrough M12 Hangar	54	24	o	16	42	rm EH EH	400	M12 Hangar



Legs Daiho

**GIZEH**

Giza Leg

34 | 14 | | 12 | 24 | 280

M04 Hangar

EH Defense Ka19, Price 560 [Acquisition] Second Playthrough M04 Hangar

**GROPPE**

Grop Leg

42 | 32 | | 18 | 34 | 400

M12 Hangar

Defense Class 37, Price 800 [Acquisition] Second Playthrough M12 Hangar

**GROPPE SPV**

Grop SP-V Leg

102 | 30 | | 16 | 50 | 600

M26 Hangar

KD Defense Ka35, Price 1200 [Acquisition] Second Run M26 Hangar

**HUSKY Mk.m**

Husky Mk.m Leg

30 | 16 | | 14 | 20 | 280

M04 Hangar

Ea Defense Ka21, Price 560 [Acquisition] Second Playthrough M04 Hangar

**HUSKY Mk.IV**

Husky Mk.IV Leg

39 | 20 | | 16 | 26 | 340

M09 Hangar

E! Defense Ka25, Price 680 [Acquisition] Second Playthrough M09 Hangar

**IGEL EINS H**

Egel Ain H Leg

200 | 75 | | 18 | 57 | 1610

M49 Hangar

Curved Defense Ka80, Price 3220 [Acquisition] Second Playthrough M49 Hangar

**M EAR AID**

Mearaid Leg

90 | 36 | | 18 | 42 | 640

M26 Hangar

Ka Defense Ka41, Price 1280 [Acquisition] Second Playthrough M26 Hangar

**MOTH VR.5**

MOTH VR.5 Leg

60 | 32 | | 16 | 40 | 420

M12 Hangar

in Defense Ka37, Price 840 [Acquisition] Second Playthrough M12 Hangar

**NOVARAID**

Novaraid Leg

96 | 36 | | 18 | 42 | 700

M26 Hangar

KO Defense Ka41, Price 1400 [Acquisition] Second Playthrough M26 Hangar

**NUMSEKAR**

Numsekar Leg

176 | 75 | | 14 | 64 | 1386

M44 Hangar

KO Defense Ka80, Price 2772 [Acquisition] Second Run M44 Hangar

**ORCUS**

Orcus Leg

54 | 34 | | 18 | 38 | 450

M18 Hangar

BB! Defense Ka39, Price 900 [Acquisition] Second Playthrough M18 Hangar

**ORCUS n**

Orcus Leg

78 | 34 | | 18 | 44 | 600

M26 Hangar

EH Defense Ka39, Price 1200 [Acquisition] M26 Hangar

**PABOTTE**

Pabotte Leg

27 | 12 | | 12 | 22 | 260

M02 Hangar

151 Defense Ka17, Price 520 [Acquisition] Second Playthrough M02 Hangar

**PEGASE**

Pegasus Leg

204 | 48 | | 16 | 86 | 1140

M44 Hangar

B0 Defense Ka53, Price 2280 [Acquisition] Second Run M44 Hangar

**PEREGRINE**

Peregrine Leg

60 | 40 | | 18 | 40 | 540

M24 Hangar

D! Defense Ka45, Price 1080 [Acquisition] Second Playthrough M24 Hangar

**PERZEA**

PERZEA LEG

132 | 48 | | 18 | 60 | 1000

M40 Hangar

E! Defense Ka53, Price 2000 [Acquisition] Second Playthrough M40 Hangar

**PIOUS**

Pious Leg

96 | 50 | | 20 | 45 | 1260

M35 Hangar

G! Defense Ka55, Price 2520 [Acquisition] Second Run M35 Hangar

**PRISOMEA**

Brisomea Leg

108 | 38 | | 18 | 44 | 840

M28 Hangar

Plate Defense Ka43, Price 1680 [Acquisition] Second Playthrough M28 Hangar

Legs ノーマル

	PROZION PROZION Leg 116 44 18 50 900 M35 Hangar n Defense C49, Price 1800 [Acquisition] Second Playthrough M35 Hangar
	S-ORCUS S-ORCUS Leg 96 36 18 46 680 M26 Hangar Defense Ka41, Price 1360 [Acquisition] Second Playthrough M26 Hangar
	STORK Stork Leg 60 32 16 32 450 M18 Hangar KH Defense Ka37, Price 900 [Acquisition] Second Playthrough M18 Hangar
	STORK Mk.IV Suk Mk.IV Leg 90 32 16 46 600 M26 Hangar OI Defense 37, Price 1200 [Acquisition] Second Playthrough M26 Hangar
	STREGA Strega Leg 120 48 12 57 910 M26 Hangar Ba Defense Ka53, Price 1820 [Acquisition] Second Playthrough M26 Hangar
	TEMPEST Tempest Leg 36 20 12 30 300 M06 Hangar Defense 25, Price 600 [Acquisition] Second Playthrough M06 Hangar
	TENDUS Tendus Leg 24 10 12 18 240 M02 Hangar Curved Defense Ka15, Price 480 [Acquisition] Second Playthrough M02 Hangar
	TYPE 65 Sakata Type 65 Leg 114 39 18 54 800 M2 Paku Naku OI Defense 44, Price 1600 [Acquisition] Second Playthrough M284 g Naku
	TYPE 67 Sakata Type 67 Leg 114 44 16 54 880 M35 Hangar Ba Defense Ka49, Price 1760 [Acquisition] Second Playthrough M35 Hangar
	TYPE 67C Sakata Type 67 Modified Leg 132 48 16 70 940 M40 Hangar KH Defense Ka53, Price 1880 [Acquisition] Second Playthrough M40 Hangar
	TYPE 103 Sakata Type 103 Leg 144 50 18 64 1140 M44 Hangar KO Defense Ka55, Price 2280 [Acquisition] 2nd Run M44 Hangar
	TYPE 105 Sakata Type 105 Leg 192 52 18 70 1300 M49 Hangar OI Defense 57, Price 2600 [Acquisition] Second Playthrough M49 Hangar
	TYPE 150 Sakata Type 150 Leg 156 52 18 62 1220 M44 Hangar BO Defense Ka57, Price 2440 [Acquisition] Second Run M44 Hangar
	VAJE VAJE LEG 32 15 16 22 340 M09 Hangar Landing BH Defense Ka20, Price 680 [Acquisition] 2nd Run M09 Hangar
	VALIANT Valiant Leg 240 52 16 96 1500 M49 Hangar KO Defense Ka57, Price 3000 [Acquisition] Second Playthrough M49 Hangar
	VALS No (Ruse Leg) 228 50 16 94 1300 M49 Hangar BH Defense Ka55, Price 2600 [Acquisition] Second Run M49 Hangar
	VAPOR Vapor Leg 28 18 16 20 300 M06 Hangar KH Defense Ka23, Price 600 [Acquisition] Second Playthrough M06 Hangar
	VASA Vasa Leg 96 40 16 48 580 M24 Hangar Plate Defense Ka45, Price 1160 [Acquisition] Second Playthrough M24 Hangar

P
arts
Dealer
Legs ▼
Normal



Normal

	ZEAL RAID Zeal Raid Leg	60:		40	:	ESI	O	:	18:		36	:	I	:	480	M18 Hangar		
[B] Defense 45, Price 960 [Acquisition] Second Playthrough M18 Hangar																		
	ZELIA Zeria La Leg	180:		52	:	a	ism	:	ESI	O	:	18:		70:		1240	M44 Hangar	
Plate Defense Ka57, Price 2480 [Acquisition] Second Run M44 Hangar																		
	ZELT Zeltreg	72:		32:	:	ESI	O	:	12	:	42	:	630	:	M18 Hangar			
ESI Defense Ka37, Price 1260 [Acquisition] 2nd Playthrough M08 Hangar																		
	ZENITH Zenith Leg	26	:	13	:	S	:	ESI	O	:	12	:	20	:	260	M02 Hangar		
ESI Defense Ka18, Price 520 [Acquisition] Second Playthrough M02 Hangar																		
	ZENITH V Zenith V Let's Go	228	:	56	:	a	:	ESI	O	:	20	:	70	:	2000	M49 Hangar		
ESI Defense Ka61, Price 4000 [Acquisition] Second Playthrough M49 Hangar																		
	ZEROA ZeroA Leg	120	:	42	:	a	:	LU	O	:	16	:	58	:	900	M35 Hangar		
ESI Defense Ka47, Price 1800 [Acquisition] Second Run M35 Hangar																		
	ZIGLE-6B Zigle-6B Leg	30	:	22:	:	a	:	L	:	Rewee	O	:	16	:	24	:	320	M09 Hangar
ESI Defense Ka27, Price 640 [Acquisition] Second Playthrough M09 Hangar																		
	ZIGLE-11A Zigle 11A Leg	36	:	28	:	a	:	:	O	:	16	:	30	:	380	M12 Hangar		
ESI Defense Ka33, Price 760 [Acquisition] Second Playthrough M12 Hangar																		
	ZIKADE Tweakor Deretsugu	66	:	42	:	:	O	:	18	:	42	:	580	:	M24 Hangar			
ESI Defense Ka47, Price 1160 [Acquisition] Second Run M24 Hangar																		
	ZINC Zinc Leg	144	:	38	:	:	O	:	14	:	50	:	860	:	M28 S Hangar			
ESI Defense Ka43, Price 1720 [Acquisition] Second Playthrough M28 Hangar																		
	ZOLA-3A Zola 3A Leg	24	:	14	:	J	:	Tals	O	:	14	:	18	:	260	:	M02 Hangar	
ESI Defense Ka19, Price 520 [Acquisition] Second Playthrough M02 Hangar																		
	КОРОЛД Carole Leg	216	:	52	:	:	O	:	16	:	98	:	1400	:	M49 Hangar			
ESI Defense Ka57, Price 2800 [Acquisition] Second Run M49 Hangar																		
	ТИРАН Tiran Leg	180	:	50	:	Kamo'	O	:	20	:	90	:	1600	:	M44 Hangar			
ESI Defense Ka55, Price 3200 [Acquisition] Second Playthrough M44 Hangar																		
	ТИРАПТ Terran H Leg	200	:	58	:	-ck-Lt	O	:	16	:	90	:	1600	:	M49 Hangar			
ESI Defense Ka63, Price 3200 [Acquisition] Second Playthrough M49 Hangar																		

Tank

BIZANT
Byzantium Leg
CSL Defense Ka35, Price 880 [Acquisition] Second Playthrough M18 Hangar

HP	Defense	Output	Acquisition
54	30	10	M18 Hangar

CROF
Croffregg
ESI Defense Unit 43, Price 1040 [Acquisition] Second Playthrough M24 Hangar

HP	Defense	Output	Acquisition
72	38	15	M24 Hangar

GAROLE
Garole Leg
ESI Defense Ka23, Price 640 [Acquisition] Second Playthrough M09 Hangar

HP	Defense	Output	Acquisition
42	18	10	M09 Hangar

Legs + Tank

	GAROLE n GAROLE H Leg	80	44	5	16	KII KII	45	750	M28 Hangar
EH Defense Ka49, Price 1500 [Acquisition] Second Playthrough M28 Hangar									
	INDOS Indos leg	120	36	20	18	E3 EH	50	740	M26 Hangar
Defense Ka41, Price 1480 [Acquisition] Second Playthrough M26 Hangar									
	OURS Wrinkle Leg	62	35	10	16	ESI EH EH	42	550	M12 Hangar
Defense Ka40, Price 1100 [Acquisition] 2nd Run M11-B Specific Container Destruction									
	RATMOUNT Rat Mount Leg	156	40	30	12	FH E3	70	880	M35 Hangar
Defense Curve Ka45, Price 1760 [Acquisition] Second Playthrough M35 Hangar									
	WILD GOAT Wild Goat Leg	138	36	25	16	E3 EH	64	820	M28 Hangar
Defense Ka41, Price 1640 [Acquisition] Second Playthrough M28 Hangar									

Hover



ARPEGGIO

Arpeggio Leg

120

38

○

18

78

800

M28 Hangar

B!

Defense Ka43, Price 1600

[Acquisition]

Second Playthrough

M28 Hangar



FLUGEL

Flügel Leg

156

46

○

16

100

940

M40 Hangar

KH!

Defense Ka51, Price 1880

[Acquisition]

Second Playthrough

M40 Hangar



GODWIT

Godwit Leg

110

38

○

20

80

1000

M3 Turbulence Depot

B!

Defense Ka43, Price 2000

[Obtained]

Upon clearing

M38



ORGEL

Orgel Leg

120

42

○

16

80

880

M35 Hangar

rm

EH

EH Defense Ka47, Price 1670

[Acquisition]

2nd Run

M35S Hangar



PHANTOM

Phantom Leg

200

48

○

16

90

Defeat

M50 specific enemy unit

E51 Defense Ka53, Price 1

[Acquired]

2nd Playthrough

M50 Specific Enemy Unit Destruction

Tire

	CRABESANT II CRABESANT H LEG KO Defense Ka33, Price 880 [Acquisition] 2nd Run M18 Hangar	For m	60	28	15	14	32	440	M184S Hangar
---	---	---	----	----	----	----	----	-----	--------------

パーツあれこれ 豆知識

Hover with unmatched mobility, but weight

Hover-type legs that ensure stable mobility Hover-type legs that ensure stable mobility ideally, you'd want to set them up, but the issue then becomes weight. Compared to other leg types, heavier than other leg types. When the hover type first appeared in Mission 28, it's best to choose a high-power torso like the WILD GOAT. high-power



• Equipped with main weapon The arm equipped with the main weapon, while the other



Back Pack

Back Pack DATA

	Bag Worm Bag Worm	4	2	90	10	1100	M49 Hangar
	Bison Bison	3	2	70	10	900	M40 Hangar
	Cervus Cervus	2	1	40	10	600	M24 Hangar
	Chipmunk Chipmunk	1	1	20	10	400	M09 Hangar
	Elephas Elephas	3	1	60	10	800	M35 Hangar
	Race Horse Race Horse	1	1	30	10	500	M18 Hangar
	Riff Riff	1	1	20	20	5200	M41 Hangar
	Squalo Squalo	4	2	80	10	1000	M44 Hangar
	Tigre Tigre	2	1	50	10	700	M26 Hangar

パーツあれこれ 豆知識

Get valuable parts from allies!

Here's how to obtain parts through conversations at the Mercenary Headquarters. In Mission 10, talking to Odd Eye new parts will be delivered to the hangar. In Mission 20, talking to

You can obtain parts in the field. In Mission 50, simply talking to Ellen grants you a high-performance weapon usable until the final mission. high-performance weapon usable until the final

- Parts added to the hangar based on choices, weapons received from Thresh, and conditions

	① In Mission 10-A or 10-B, speak with Odd Eye at the Mercenary Post to add weapons to the hangar.		
Acquisition Conditions			
	② Talk to Thresh at the Mission 20 Mercenary Post to obtain weapons (the weapons will be added to the hangar).		
①	First Playthrough	Second Playthrough	Third Playthrough
Shotgun User	CATSRAY SG+1	CATSRAY SG+2	CATSRAY XX+2
Machine Gun	22SN LEOSOCIAL+1	22SN LEOSOCIAL+2	ARTASSAUT+2
None in	NAIL FIRE+1	NAIL FIRE+2	FLAME FOX+2
②	1st Lap	2nd Round	3rd Round
Shotgun faction	GALE SG+1	GALESG+2	CIRCULAR+2
Machine Gun	LEOSTAN+1	LEOSTAN+2	ARTASSAUTDOU+2
None in	PIZ-8+1	PIZ-8+2	ALBATROSS+2

- Weapons and conditions from Ellen

Talk to Ellen in Mission 50			
Acquisition	First Playthrough	Second Playthrough	Third Playthrough
	MOSTRO JU SZ+2	FV-24B+2	F Old EB Old D+2

Computer

Computer

Computer DATA

Parts
Data
List
Back
Cover / Computer

Alga Alga AX-0	72	72	72	96	850	M40 Hangar
Argento Argento AGT-44	38	40	42	40	400	M18 Hangar
Calor Calor SL-088	20	20	20	20	240	M12 Hangar
Clock Doubler M Clock Doubler	7	7	7	7		Initial Equipment
Crier Crie NC-168	28	28	28	28	300	M12 Hangar
Triple Dry Fan WW-4	82	82	98	82	1000	M49 Hangar
Eclair Eclair EL-009	70	66	66	70	680	M28 Hangar
Eicos Engineering Eicos WST-489	72	96	72	72	850	M40 Hangar
Elwakt Elwakt NC-5481	72	72	96	72	850	M40 Hangar
Success Airfolk WST-48	68	72	72	68	720	M28 Hangar
Esxaton Escaton ZR-15	34	34	34	34	360	M18 Hangar
Evolocion Evolocion WW-87	98	82	82	98	1100	M49 Hangar
Fraxion Fraxion NC-368	76	74	70	68	740	M35 Hangar
Gange Gange WST-982	82	82	82	82	960	M44 Hangar
Gigas Gigas RG-0433	30	38	38	30	360	M18 Hangar
Glans Glans AX-1	99	53	99	53	800	M35 Hangar
Hapsis Hapsis KG-X8	72	72	72	72	740	M35 Hangar
Hellsehen Hellsehen WW-66	82	82	82	98	1000	M49 Hangar
Kainon Kainon NC-862	84	80	80	84	960	M44 Hangar
Licorne Licorne AX-7	10	10	10	10	180	M06 Hangar
Meteor Meteor VG-15PR	6	36	16	16	200	M09 Hangar
Mezzo Mezzo VG-15LL	96	72	72	72	850	M40 Hangar



Computer

Ordeina						
Ordeina ZR-46	70	74	74	70		M35 Hangar
Oysto				E3	EH	
Oysto RG-0689	82	98	82	82	1000	M49 Hangar
Potencia	TT		rm	FF	mi	
Potencia HR-	53	99	53	99	800	M35 Hangar
Proximo			IM	1^3	EZ	
Proximo VG-	80	80	80	80	900	M40 Hangar
Quo	KH			LL		
Quo NC-268	46	54	54	46	500	M24 Hangar
Rayon	IH3			E3	EH	
Rayon FI-002	2	30	8	10	180	M06 Hangar
Ripis		Yuzu			EH	
Ripis KG-F6	54	46	46	54	500	M24 Hangar
Ruido	TT	Ma			EH	
Ruido EL-007	44	38	38	40	400	M18 Hangar
Saphir		Hu		IO	EH	
Saphir AGT88	60	72	68	64	650	M26 Hangar
Sechvie	EH			E01	EH	
Sechvie WST-288	40	40	8	16	200	M09 Hangar
Shinx	E3			E3	za	
Shinx RG-067	72	40	46	66	560	M26 Hangar
SI Prototype				IO	EH	
Prototype VP-	98	97	99	99	—	Ilion clearing M50
Terna		Em	rm	E01	EH	
Terna RG-0645	80	84	84	180		M44 Hangar
Teros	gm			HI	E3	
Teros WS-28Exx	42	50	50	42		M24 Hangar
Verseau	KTI			mi	EH	
Verseau RG-04zz	72	78	76	70		M35 Hangar
Virgo	gn		HI	o	EH	
Virgo AX-3	54	70	60	56		M26 Hangar
Willens		cm			EH	
Willens WST-	98	82	82	1000		M49 Hangar
Zera	Ed		IE	IEQ	EU	
Zera ZR-06St	8	8	8	8		M02 Hangar
ADS				IIZ	EH	
AES SI-053	30	2	10		M02	
Аксиома	TF			EI3		
Axioma AX-5	38	30	30	38		W18 Hangar
AMECHAYS	TF		irm		IE3	
Altea VG-	50	42	42	50		M24 Hangar
VEGA				IEH		
Vega VG-	72	68	68	72		M28 Hangar
ВНСТА	gm	1				
Costa HR-BR	64	70	72	66		N28 Hangar
EATA				HO	IEH	
Fata RG-	81	99	99	81	1100	M49 Hangar
YARGZA						
Cardia KG-A2	22	10	10	22		M09 Hangar

Computer

OAPA3HM	格闘	近距離	長距離	回避	価格	入手
Pulion ZR-28	38	60	84	42	500	M26 Hangar
O4PA	格闘	近距離	長距離	回避	価格	入手
Pura HR-BL	14	8	10	8	180	M06 Hangar
PHÉHC	格闘	近距離	長距離	回避	価格	入手
Logos RG-0404	14	7	9	2	160	M02 Hangar
COA3PA	格闘	近距離	長距離	回避	価格	入手
Spira HR-RD	46	46	46	46	440	When clearing M20

Item

Item

Item DATA

Repair S	Repair S	50	M02 Hangar	Restores 50 HP to Part 1
Repair M	Repair M	150	M06 Hangar	Restores 100 HP to Part 1
Repair L	Repair L	300	M18 Hangar	Restores 200 HP to Part 1
Repair SP	Repair SP	600	M35 Hangar	Restores 400 HP to Part 1
Smoke	Smoke Grenade	200	M18 Hangar	Reduces enemy hit rate
Chaff	Chaff Grenade	200	M12 Hangar	Increases evasion rate against long-range attacks
Flash	Flash Grenade	160	M09 Hangar	Stuns enemies for up to 3 turns
Acid	Acid Bomb	200	M24 Hangar	Reduces DF of all parts on one enemy
Mine	Mine	120	M06 Hangar	Laying mines with damage effects

パーツあれこれ 豆知識

Use Mines to Damage Enemies Like This!

The basic strategy is to place it on the enemy WAP's Enemies landing on a Mine tile are temporarily unable to attack!!

Mines only activate when an enemy unit stops on the square where they're placed. Mines will not activate unless a unit stops on the square where they are placed, and then deploy multiple Mines.



• If the enemy is a melee unit, place Mines in front of your

Enemy units that land on a square with a Mine will be unable to attack or perform any actions that turn. For enemies with melee attack types, by placing Mines.



“Close-range attack type
When fighting powerful enemies with



大型機動兵器

Mobile Weapon Platform DATA

	HP(Body/Left Arm/Right Arm/Leg)				Defense (Body/Left Arm/Right Arm/Leg)				
 ALGEM ALGEM Body	300/140/140/200				65/55/55/60				750 100 16 -
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	Defense (Body/L-Arm/R-)		
ALGEM	80	1	99			M47 Map	EO (Weapon1 / Weapon2)		
ALGEM CN	85	1	99		Ko		4X50/1X70, Price 1 [Acquisition] 3rd Round		
 BANYAN Banyan Body	450				65				ESI EH cna n
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	Defense 70.		
BANYAN	82	1	99		Go	3rd Round	(Weapon1 / Weapon2)		
LONG	74	6-9	99		Ko	Destroyed	5X24 / 1X89, Price 1 [Acquisition] 2nd		
 BUREN BUREN Body	999				70				Ea ELI ESI
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	Defense		
BUREN	1	82	1	99		2nd Lap	Weapon2)1		
BUREN	82	3-5	5		M47 Within		(Weapon/W X67/4X24, Price-		
 CLINTON TYPE Clinton Type Body	310				28				KZI E3
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	Q1 Defense 3.		
CLINTON	82	1	99		3	2nd Lap	Attack Power 5X24, Price 1		
—						M14 Within	[Acquisition] Inside M14 Container in 3rd Round		
 GAVEL Gavel Body	800				63				Ea KU rm KU
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	d Defense 68.		
GAVEL	82	1	99		Go	2nd Lap	(Weapon1 / Weapon2)		
LONG	1	74	6-9	99	Ko	Upon Clear	5X24/1X89, Price - [Acquired] After		
 GIGAS Gigas Body	600				40				EH Ho
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	Defense 45		
GIGAS	82	1	99		13	3rd Lap	(Weapon1 / Weapon2)		
LONG	1	74	6-9	99	3	M38 Clear	5X24 / 1X89, Price 1 [Acquisition] Inside		
 GLOSTER Gloster Body	120/70/70/100				43/38/38/40				KU n
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	E3 Defense.		
GLOSTER	80	1	99			M25-A	Body/L-Arm/R-		
GLOSTER	1	85	1	99	11	Mappu-nei	(Weapon1 / Weapon2)		
							4x50 / 1x70, Price 1 [Acquisition] Resource		
 INNOVA Innova Body	600				75				KU oa
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	ES3 Defense 80.		
INNOVA	82	1	99		11	2nd	Attack Power 5X24 Price 1		
One							[Acquisition] Inside M21 container on 3rd lap		
 K.O.N.G. Kong Body	500				30				KU Esa KH
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	Defense 35		
K.O.N.G.	1	60	1	99		2nd Lap	(Weapon1 / Weapon2)		
K.O.N.G.	1	76	3-5	5		M21	1X33 / 2X15, Price 1 [Acquired] 3rd Round		
 PROTOTYPE Prototype Body	200				30				EH EH
Weapon1 /	Attack	Accuracy	Range	Ammo	Element	Acquisition	EH Defense 35.		
Clinton	5X6	82	1	99	Go	M17 Target	Attack 5X7 Price 1		
—						Enemy Y: Knit	[Acquisition] Defeat M17 Specific Enemy Unit in 2nd		



WAP collide in the arena

Mastering the Arena

Another battlefield where WAPs clash is the "Arena"! This page will teach you how to fight in the arena!

Your WAP's performance will decide

The arena, available starting from Mission 04, where you can engage in bet battles using the WAP you set up in the hangar.. You must pay a stake upon entry, and if you defeat your opponent, you receive funds equal to your bet multiplied by the odds. In addition to the wager, you can earn a small amount of experience

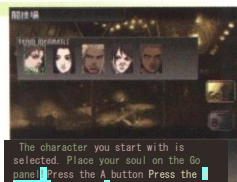


If you challenge opponents with excessively powerful WAPs, the setup is a tricky

Arena Battle Flow

1 Select the pilot to enter

Once you enter the arena, first select the pilot you wish to enter. Select the pilot you wish to enter. Choose a face graphic After selecting the face graphic, choose the "GO" panel on the right to enter the match. WAP automatically uses the unit assigned



Odds are determined by pilot skill and the strength of the opponent, so who you

2 Select an opponent

Select an opponent from the list of pilots displayed, to determine your opponent. WAP details and The odds will be displayed in the lower left corner of the screen, so select a pilot and opponents who seem to be a good match.. Generally, opponents



The opponent's

Odds

3 Determining the Bet Amount

The amount you can bet changes based on your mission progress, as shown in the image on the right. The amount you can bet changes based on the mission's progress. you visit the arena, you can choose any amount from five bet options.. If you defeat your opponent, you win a prize equal to, you win a prize equal to "your bet amount x the odds".. Conversely, if you lose, your bet amount is forfeited. Look at

Betting Amounts Vary by Mission

Mission	Bet Amount				
Missions 04-08	50	100	300	500	
Missions 09-16	50	100	300	500	800
Missions 17-25	100	300	500	800	1000
Missions 26-33	300	500	800	1000	2000
Missions 34-42	500	800	1000	2000	5000
Missions 43-51	800	1000	2000	5000	10000

*You can choose any amount from the five displayed options.

4 Match Start

The match proceeds with you and your opponent taking turns attacking. When attacking, choose which weapon to use from the ones equipped and select the weapon to use. The attack order against the opponent determines the order of attacks as follows. Repeated attacks

Arena Rules

勝利
条件

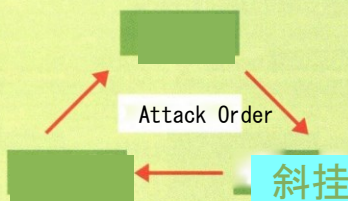
- Destroy the opponent's WAP Body
- Destroy all of the opponent's WAP Arms and Legs

敗北
条件

- Destroy the old body
- All Arms and Legs destroyed
- Selecting "Give Up"

Rules for Attack Order

Battles in the arena differ from mission battles in their attack order. The order of attacks differs between arena combat and mission combat. As shown in the right diagram, when performing a ranged attack attacks are



5 After the match ends

If you win the match, prize money is paid according to the formula shown in the diagram on the right. the payout will be calculated according to the formula shown in the diagram on the right. With low odds, the payout is high, but the amount you can earn is small.

Bounty

Calculation

$$\text{Odds} \times \text{Bet Amount} = \text{Payout Amount}$$

※NJ: Decimal values are rounded down

How to Enjoy and Utilize the Arena!!

Face off against the Storm Squad and Vampires!

During missions, the Vampire squad members who stand in the player's way and the Storm Squad



How to Earn More EXP and Money!

In the arena, you earn less experience than in mission battles. However, destroy as many parts of the high-level and win by destroying as many of their parts as possible will earn you more. Odds are determined by the strength of the

How to Earn Experience Points

- Defeat a WAP piloted by a rotten-level pilot
- Destroy all parts to win

How to Earn Money

- HP Set up low-cost parts and win
- Set up weapons with low attack power and win

How to Read Arena WAP

Arena opponents include and special pilots like the Storm Squad and Numbers.. The special pilots possess considerable skill. Here,

General Pilots are listed alphabetically by name based on their mission of appearance, Special pilots are introduced separately as Storm Squad and Numbers. Before facing off, check your opponents carefully.

Arena WAP Data

登場ミッション	Bringer	属性防御	Skill	HP(Body/Arm/Legs)	手武器	肩武器
1 M26~M33	2 BLIZZAIA II 3	4	5 Speed1	6 204/288/156	7 MG(4×21) Arm(1×35)	8 MS(3×33) MS(3×33)

Parts	Name	HP	Weapon	Name	攻撃力
Body	ZENITH V+1	240	L-Arm	FV-24B MG+2	5×22
L-Arm	ZENITH V+1	180	R-Arm	FV-24B MG+2	5×22
R-Arm	ZENITH V+1	180	L-Shoulder	WS-14B SH+1	13 (26)
Legs	ZENITH V+1	228	R-Shoulder	CRANE MS+1	3×33

属性防御	Skill	Switch3
4	5	5

1 Appearance Mission

A mission where you can battle that opponent in the arena. You can only fight during this mission. Note that Mission is abbreviated as M. For M04-M08, the range indicates from the start of M04 to the start of M08.

2 Pilot Name

3 Vehicle Name

4 Attribute Defense

The opponent's attribute defense. The notation for each attribute defense is as follows. is as follows.

Co... Penetration Resistance

Hi... Impact Resistance

...Resistant to Heat Attribute

5 None ... Indicates no attribute defense

>Skill

6 The name of the skill acquired by that opponent. indicates the skill's level.

IHP

7 The HP of the WAP the opponent is riding. Arm displays the total HP value of the left and right Arm indicates the combined HP value. Large Mobile Weapons have no HP for have no Arm or Leg HP.

Hand Weapons

The category and attack power of the weapons equipped in both hands by that opponent. and attack power. The notation for each category is as follows: Attack power is displayed as (number of attacks x attack power). For standard pilots, weapons are listed in the order of left hand, right hand, in that order.

8 Shoulder Weapon

The weapon straps equipped on both shoulders of that opponent and attack power. The notation for each type is as follows: Attack power is indicated as (attack power x 11 attacks). For shields, the value in parentheses indicates the defense capability. For standard pilots, weapons are listed in the order of left shoulder, right shoulder. Weapons are listed in the order of left shoulder, right shoulder. Large mobile suits do not have shoulder weapons. weapons.

MS Missile RK □ケット

SH Sea Red

) Unit Image

) Image of the opposing WAP.

) Pilot Image

) Image of that opponent.

^Name

The names of each part equipped by that opponent.

)HP

The HP of each part equipped by that opponent

Arena General Pilot WAP

Mission	Sazaland	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M04~M08	Scarlet Devil	None	—	24/44/18	RD(1X13)	MG(4X3)
Ningbo Mission	Rudensky	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M04~M08	GUST	None	—	21/32/34	MG(3X4)	MG(3X4)
Kiba Mission	Jorg	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M04~M08	CALM	None	—	21/32/34	RD(1 X34)	Arm(1X4)
Toyoda Mission	Alexander	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M04 ~ M08	TENDUS	None	—	27/44/24	RD(1 X13)	RD(1 X34)
Spring Return Mission	Adam	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M04 ~ M08	PABOTTE	H	—	36/50/27	MG(4X5)	Arm(1X5)
Field Mission	Adam	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M04 ~ M08	AVNIR	—	—	84/96/66	CN(4X7)	Arm(1x14)
Kinoshita Mission	Werewolf	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M09~M16	ZOLA-3A	3	—	30/40/24	MG(3X4)	Arm(1 X5)
Area Mission	Jimmy	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M09~M16	ZENITH	Go	—	33/49/26	Arm(1 X5)	Arm(1 X5)
Mission	Demon.V	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M09 ~ M16	GALVO	—	—	42/48/30	RD(1 X34)	Arm(1 X6)
1W1 Mission	Bleaker	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M09~M16	GIZEH	First	—	45/52/34	Arm(1 X6)	Arm(1 X6)
Stage Mission	I Lich	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapons
M09~M16	HUSKY Mk.DI	Go	—	39/48/30	MG(4X7)	Arm(1X5)
Vogel - Mission	Jango	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M09~M16	VAPOR	One	—	48/60/28	MG(4X3)	MG(4X3)
Kongo Mission	Hansen	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09~M16	TEMPEST	H	Stun!	36/50/36	Arm(1X5)	RF(1X23)
Dual Mission	Werewolf	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M09 ~ M16	BIZANT	6B	—	72/96/54	CN(4X7)	CN(4X7)
Stage Mission	Jimmy	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09~M16	STORK	Go	—	72/84/60	Arm(1x13)	MG(3X22)
SMS Mission	Demon.V	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09~M16	ZEARAID	H	I	84/96/60	BZ(1 X24)	MG(3X22)
Mission	Bleaker	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09~M16	ORCUS	H	First	60/72/54	RF(1 X24)	Arm(1X12)
Stage Mission	I Lich	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09 ~ M16	CRABESANT H	—	One	66/96/54	CN(4X7)	CN(4X7)
Spirit Field Mission	Jango	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09~M16	PEREGRINE	—	—	84/228/42	Arm(1 X14)	BZ(1X59)
Sutan Mission	Hansen	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M09 ~ M16	CROF	Ko	Stun!	96/102/54	RD(1X26)	RD(1X26)
RTS Mission	Charly	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M17~M25	ZIGLE-GB	H	Double!	42/60/30	RD(1X34)	RD(1 X34)
Mitsushin	-Kenny	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M17~M25	PABOTTE II	Go	—	54/48/42	Arm(1x5)	RF(1 X24)
- Hata Mission	Snow Bird	Attribute Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	GALVO SV	H	—	48/72/36	MG(4X9)	RF(1 X24)



CHAPTER 03 DATA

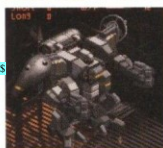
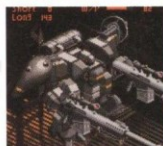
• Arena General Pilot

Smoker		Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	HUSKY Mk.IV	Defense	—	5178/39	GR(1X24) Arm(1X5)	MS(3X14) One
Field Mission	Fork	Defense	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M17 ~ M25	GEIN	—	—	6078/30	Arm(1 X5) Arm(1X5)	RK(2X21) RK(2X21)
1 Field Mission	Charly	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M17 ~ M25	ZIGLE-11A	H	—	4872/42	MG(4X7) MG(4X7)	--
1 s Mission	Kenny	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
M17 ~ M25	GALVO MRX	—	—	5484/42	RD(1 X26) Arm(1X8)	MS(3X14) MS(3X14)
Mitsushin	Snow Bird	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17~M25	GENEM	Co	—	66/108/54	MG(4X8) Arm(1 X10)	MS(1 X10) —
Field Mission	Smoker	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	CRABESANT	H	—	6096/48	RF(1X28) Arm(1 X9)	One SH(a)
Field Mission	Charly	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	ZIKADE	—	—	9690/60	FT(1 X43) CN(4X7)	---
Stage Mission	Kenny	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	BONART	—	—	108/144/84	Arm(1x6) Arm(1x16)	--
Field Mission	Snow Bird	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	VASA	S	—	120/168/96	RD(1X26) Arm(1X15)	SH(22) —
Stage Mission	Smoker	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17-M25	M EAR AID	S	—	120/144/180	RF(1 X43) Arm(1X19)	MS(3X24) MS(3X24)
as Mission	Marty	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	GROPPE SPV	—	—	120/168/102	MG(3X22) Arm(1 X9)	---
Field Mission	Smoker	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	PROZION	—	—	120/144/138	SG(6X13) Arm(1 X20)	MS(3X24) MS(3X24)
Field Mission	Marty	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M17 ~ M25	RATMOUNT	Co	—	168/264/108	BK(5X11) Arm(1X35)	— MS(2X37)
Field Mission	Fork	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	GROPPE	Switch	—	5484/42	SG(6X5) SG(6X5)	---
Field Mission	Fork	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	MOTH VR.5	Co	—	66/108/60	Arm(1X11) Arm(1 X11)	MS(2X28) MS(3X22)
1 Field Mission	Fork	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26~M33	ORCUS	Ko	—	96/114/72	MG(4X15) CN(5X7)	MS(3X20)
Field Mission	I Fox	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	CICADA	H	—	144/192/114	RD(1X26) BK(5X11)	--
Field Mission	Orden	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26~M33	INDOS	Co	—	144/216/120	MG(4X10) MG(4X10)	---
Stage Mission	f Bringer	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	STORK Mk.IV	—	—	108/144/90	Arm(1 X18) Arm(1x8)	MS(2X14) MS(3X22)
1 Field Mission	Joe the Apache	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	NOVARAID	H Speed	—	126/156/84	MG(4X6) Arm(1 X19)	---
Field Mission	& Volcano	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26~M33	S-ORCUS	Ko	—	132/180/114	MG(3X22) Arm(1 X20)	SH(22) SH(22)
Grain-Less Mission	Snow Bird	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	BLIZZAIA	H	1	189/264/120	RF(1 x 66) Arm(1 x 35)	---
Field Mission	I Fork	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 to M33	TYPE 67	H	Switch	132/204/114	MG(3X22) MG(3x22)	MS(3X25)
1 Field Mission	I Fox	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder Weapon
1 M26 ~ M33	ORDEL	Switch	—	150/168/120	CN(3X20) CN(3X20)	---

Arena General Pilot								
Mission	Orden	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26 ~ M33	ZEROA	Defense	—	156/240/120	MG(4X17)	MG(4X17)	—	-
SS Mission	Bringer	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26~M33	BLIZZAIA II	Go	Speed1	204/288/156	MG(4X21)	Arm (1 x 35)	MS(3X33)	MS(3X33)
Base Mission	Joe the Apache	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26~M33	PERZEA	—	Speed	156/192/72	BZ (1 × 86)	MG(4X20)	-	-
BIS Mission	Volcano	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26~M33	TYPE 67C	Defense	-	168/216/156	MG(2x37)	MG(2x37)	-	-
Star Mission	Blue Eye	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26 ~ M33	FLUGEL	—	-	174/264/180	MG(4X24)	BZ(1 X82)	-	-
8 Missions	Brian	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26~M33	Kopom	—	-	228/78/34	Arm(1 X11)	MG(4X20)	SH(14)	SH (14)
Mission	Smoker	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26~M33	PROZION	Defense	-	120/144/116	MG(4X19)	MG(3X22)	-	-
0 • Mission	Snow Bird	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M26~M33	GLOSTER	Defense	Switch1	120/140/120	MG(4x45)	CN(1 X65)	One	-
a) Mission	Blue Eye	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M34 ~ M42	FROST	Defense	Stun2	108/120/72	RD(1 X26)	RD(1 X26)	-	-
01 Mission	Brian	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapons	
M34~M42	WILD GOAT	Defense	—	156/216/138	MG(3X20)	MG(3X20)	—	-
Mission	Rocky	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M34~M42	ARPEGGIO	Defense	-	144/192/120	SG(6X4)	Arm (1 X25)	RK(2X37)	-
1W Mission	Rocky	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M34 ~ M42	ZOLA-3A	Defense	Switch2	30/78/34	MG(4X24)	MG(4X24)	-	-
100% Mission	Long Bow	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43 ~ M51	PRISOMEA	Defense	—	132/150/90	RF(1 X66)	RF(1 X66)	-	-
100% Tension	Rally	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43 ~ M51	TYPE 65	Go	-	132/168/114	CN(3X20)	CN(3X20)	-	-
E-mission	Ford	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43 ~ M51	ZINC	Defense	-	162/204/144	MG(4X9)	MG(4X15)	-	-
Mission	Long Bow	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43 ~ M51	TYPE 103	Defense	One	192/216/144	Arm(1 x 30)	Arm(1 X30)	MS(1 X90)	MS(1 X90)
M1 Mission	Rally	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43 to M51	BLIZZAIA II	Go	-	204/288/156	Arm(1X35)	Arm(1 X35)	-	MS(1 X99)
Field Mission	Ford	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43~M51	FLUGEL	Go	-	174/216/228	RF(1X87)	Arm(1 X30)	MS(1 X90)	MS(1X90)
100% Mission	Mobs	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43~M51	PEGASE	Ko	-	228/312/204	Arm(1 x 40)	Arm(1X40)	RK(3X34)	RK(3X34)
Storage Mission	Layla	Attribute	Skill	HP (Body/Arm/Legs)	Hand Weapon	Shoulder	Weapon	
M43~M51	ALGEM	Go	Speed3	300/280/200	CN(1 X65)	MG(4X45)	—	—



Arena Special Pilot

M43 M51		Storm WOLF HEAD 	Parts	Name	I HP	Weapon	Name	Attack
			Body	ZENITH V+1	240	L-Arm	FV-24B MG + 2	5X22
			L-Arm	ZENITH V + 1	180	R-Arm	FV-24B MG + 2	5X22
			R-Arm	ZENITH V+1	180	L Shoulder	WS-14BSH + 1	(28)
			Legs	ZENITH V+1	228	R Shoulder	CRANE MS + 1	3X33
			Ko	Skill	Switch3			
M43 M51		Rain BLUE IRIS 	Parts	Name	I HP	Weapon	Name	Attack
			Body	ZENITH V+1	240	L-Arm	WINEE-RR RF+2	1X77
			L-Arm	ZENITH V + 1	180	R-Arm	FV-24B MG+2	5X22
			R-Arm	ZENITH V+1	180	L-Shoulder	WS-14B SH+1	(28)
			Legs	ZENITH V+1	228	R-Shoulder	CRANE MS+1	3X33
			Skill	Speed3				
M43 M51		Oddeye WILD CAT 	Parts	Name	I HP	Weapon	Name	Attack
			Body	ZENITH V + 1	240	L-Arm	ROCK JACK BZ+2	1 X97
			L-Arm	ZENITH V + 1	180	R-Arm	Arm Punch+1	1 X45
			R-Arm	ZENITH V+1	180	L-Shoulder	CRANE MS+2	3X34
			Legs	ZENITH V+1	228	R-Shoulder	DONKEY DXU MS+2	1 X101
			Skill	—				
M43 M51		Champ CLAYMORE 	Parts	Name	I HP	Weapon	Name	Attack
			[Body	ZENITH V + 1	240	L-Arm	DESTROYERS RD+2	1 X72
			L-Arm	ZENITH V + 1	180	R-Arm	DESTROYERS RD+2	1X72
			[R-Arm	ZENITH V + 1	180	L-Shoulder	WS-14B SH+1	(28)
			Legs	ZENITH V + 1	228	R-Shoulder	WS-14B SH + 1	(28)
			Skill	Firsts Sunt				
M43 M51		Gray CRUSADER 	Parts	Name	I HP	Weapon	Name	Attack
			[Body	ZENITH V + 1	240	L-Arm	HEXA G3 RF+2	1 X82
			L-Arm	ZENITH V+1	180	R-Arm	HEXA G3 RF + 2	1 X82
			1 R-Arm	ZENITH V + 1	180	L-Shoulder	WS-14B SH + 1	(28)
			Legs	ZENITH V+1	228	R-Shoulder	WS-14B SH + 1	(28)
			Book	Life-Time, 100	-			
M47 M51		Aisha S-Lady 	Parts	Name	I HP	Weapon	Name	Attack Power
			Body	BUREN+1	999	Weapon2	BUREN FT-1	1 X67
			L-Arm	—	—	Weapon2	BUREN MS+1	4X24
			1 R-Arm	—	—	—	One	One
			Legs	—	—	One	One	-
			Skill	-				
M43 M51		Berserker X-01 	Parts	Name	I HP	Weapon	Name	Plate
			Body	TYPE-X+1	110	L-Arm	F-3 Hand Rod RD+2	1 X36
			L-Arm	TYPE-X+1	60	R-Arm	F-3 Hand Rod RD+2	1 X36
			R-Arm	TYPE-X+1	60	L-Shoulder	SX-30 SH	(20)
			Legs	TYPE-XA+1	75	R-Shoulder	SX-30 SH	(20)
			Skill	Doubles				
M43 M51		DarkKnight X-03 	Parts	Name	I HP	Weapon	Name	Attack
			Body	TYPE-X+1	110	L-Arm	ARTASSAUT G MG	3X25
			L-Arm	TYPE-X+1	60	R-Arm	KAGIROI RD	1X50
			1 R-Arm	TYPE-X+1	60	L-Shoulder	GOLDIAS MS	2X28
			Legs	TYPE-XA+1	75	R-Shoulder	SX-30 SH	(20)
			Skill	Speed2				



Sanba Mission 18-aa Mission 18-aa Mission 8-aa Mission 8-aa Mission 8-aa Mission 8-aa Mission 8-aa Mission 8-aa	M43 M51			Roy				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE-X+1	110	L-Arm	ARTASSAUTGMG+2 3X27
				L-Arm	TYPE-X+1	60	R-Arm	KAGIROIRD+2 1X52
				R-Arm	TYPE-X+1	60	L-Shoulder	SX-30 SH+2 (22)
				Legs	TYPE-XA+1	75	R-Shoulder	CERES MS+1 2X48
				属性防衛	7			
				Skill				
M43 M51				Golem				
				Parts	Name	HP	Weapon	Attack
				Body	TYPE-X+1	110	L-Arm	Old ON LUMP KN 1 X40
				L-Arm	TYPE-X+1	60	R-Arm	Old ON LUMP KN 1 X40
				R-Arm	TYPE-X+1	60	L-Shoulder	SX-30 SH (20)
				Legs	TYPE-XA+1	75	R-Shoulder	One One
				属性防衛	7	58		Stun!
				Skill				
M43 M51				Wizard				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE-X+1	110	L-Arm	PSG-5 RF 1X36
				L-Arm	TYPE-X+1	60	R-Arm	Arm Punch+1 1X26
				R-Arm	TYPE-X+1	60	L-Shoulder	SX-30 SH (20)
				Legs	TYPE-XA+1	75	R-Shoulder	One One
				属性防衛	7			Guide3
				Skill				
M43 M51				Chimera				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE301 GOUSAI XN+1	300	Weapon	301XN CN +1 1X31
				L-Arm	—	One	Weapon2	301XN MS +1 3X21
				R-Arm	One	One	One	One
				Legs	One	One	One	One
				属性防衛	7	One	One	One
				Skill				
M43 M51				Necromancer				
				Parts	Name	HP	Weapon	Plate
				Body	TYPE-X+1	110	L-Arm	HEXA G3 RF + 2 1X82
				L-Arm	TYPE-X+1	60	R-Arm	Arm Punch+1 1X26
				R-Arm	TYPE-X+1	60	L-Shoulder	DONKEY DXII MS+2 1X99
				Legs	TYPE-XA+1	75	R-Shoulder	SX-30 SH + 2 (22)
				属性防衛	Book			
				Skill				
M43 M51				Monk				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE-X+1	110	L-Arm	DESTROYERS KN 1 X70
				L-Arm	TYPE-X+1	60	R-Arm	DESTROYERS KN 1X70
				R-Arm	TYPE-X+1	60	L-Shoulder	SX-30 SH (20)
				Legs	TYPE-XA+1	75	R-Shoulder	SX-30 SH (20)
				属性防衛	7			
				Skill				
M43 M51				Death				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE-X+1	110	L-Arm	HEXA G3 RF + 2 1 X82
				L-Arm	TYPE-X+1	60	R-Arm	Arm Punch+1 1 X26
				R-Arm	TYPE-X+1	60	L-Shoulder	One One
				Legs	TYPE-XA+1	75	R-Shoulder	One One
				属性防衛	7			
				Skill				
M43 M51				Nightmare				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE-X+1	110	L-Arm	HEXA G3 RF+1 1 X81
				L-Arm	TYPE-X+1	60	R-Arm	HEXA G3 RF + 1 1 X81
				R-Arm	TYPE-X+1	60	L-Shoulder	FIRE WALL SH (22)
				Legs	TYPE-XA+1	75	R-Shoulder	FIRE WALL SH (23)
				属性防衛	7			
				Skill				
M43 M51				Shaman				
				Parts	Name	HP	Weapon	Attack Power
				Body	TYPE-X+1	110	L-Arm	FV-24B MG 5X20
				L-Arm	TYPE-X+1	60	R-Arm	FV-24B MG 5X20
				R-Arm	TYPE-X+1	60	L-Shoulder	SX-30 SH (20)
				Legs	TYPE-XA+1	75	R-Shoulder	SX-30 SH (20)
				属性防衛	7			
				Skill				

Arena Pilot

81 Field Mission

Access on Mission

Intermediate Mission

Hard Mission

Assault on Mission

Apparance Mission on 181 Field Mission

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4

1
M43
3
M51



Manticore

X-17

Parts	Name	HP	Weapon	Name	
Body	TYPE301	500		301XM	4X6
L-	One		Weap	301XM	1 X21
R-	One			One	One
Legs	One			One	One
属性防衛	F		Skill	-	



Druid

X-18

Parts	Name	HP	Weapon	Name	
Body	TYPE-X+1	110	L-Arm	B-TUSK	1X52
L-	TYPE-X+1	60	R-	B-TUSK	1 X52
R-	TYPE-X+1	60	L-	SX-30	(22)
Legs	TYPE-X A+1	75	Shoul	SX-30 SH	(22)
属性防衛			Skill	Double2/First2	



Demon

X-19

Parts	Name	HP	Weapon	Name	
Body	TYPE-X+1	110	L-	GREY	3X22
L-	TYPE-X+1	60	R-		4X18
R-	TYPE-X+1	60	L-	CERES	2X47
Legs	TYPE-X A+1	75	Shoul	SX-30 SH	(20)
属性防衛			Skill	Switch2 /	



Lich

X-20

Parts	Name	HP	Weapon	Name	
Body	TYPE-X + 1	110	L-	FV-24B	5X22
L-	TYPE-X+1	60	R-	K-SABER	1X42
R-	TYPE-X + 1	60	L-	SX-30	(22)
Legs	TYPE-X A+1	75	R-	DONKEY	3X25
属性防衛	H		Skill	Speed2	



Ifrit

X-

Parts	Name	HP	Weapon	Name	
Body	TYPE-X + 1	110	L-	NAIL FIRE	1 X21
L-	TYPE-X + 1	60	R-	JOKER	1 X76
R-	TYPE-X + 1	60	L-	CERES	2X47
Legs	TYPE-X A+1	75	R-	CERES	2X47
属性防衛			Skill	Switch2	



Witch

X-22

Parts	Name	HP	Weapon	Name	
Body	TYPE-X+1	110	L-	HEXA G3	1 X82
L-	TYPE-X+1	60	R-	Arm	1 X26
R-	TYPE-X+1	60	L-	DONKEY	
Arm	TYPE-X A+1	75	R-	SX-30 SH	(20)
属性防衛			Skill	-	



Dragoon

X-24

Parts	Name	HP	Weapon	Name	
Body	TYPE-X + 1	110	L-	Arm	1
L-	TYPE-X + 1	60		F-X	1X90
R-	TYPE-X + 1	60	L-	SX-30 SH	(20)
Legs	TYPE-X A + 1	75	R-	SX-30 SH	(20)
属性防衛			Skill	Stun2/ First2	



Ogre

X-28

Parts	Name	HP	Weapon	Name	
Body	TYPE-X + 1	110	L-	B-TUSK	1
L-	TYPE-X + 1	60	R-	B-TUSK	1
R-	TYPE-X + 1	60	L-	SX-30 SH	(20)
Legs	TYPE-X A+1	75	R-	SX-30 SH	(20)
属性防衛			Skill	First1 / Double1	



Vampire

X-00

Parts	Name	HP	Weapon	Name	
Body	X-00	300	L-	Arm	1 X71
L-	X-00	190	R-	Arm Punch	1
R-	X-00	190		One	
Legs	X-00	240	R-	One	
属性防衛			Skill	Double2	

FRONT MISSION 2089 Border
of Madness Official Complete
Guide

EXTRA



CHAPTER 04

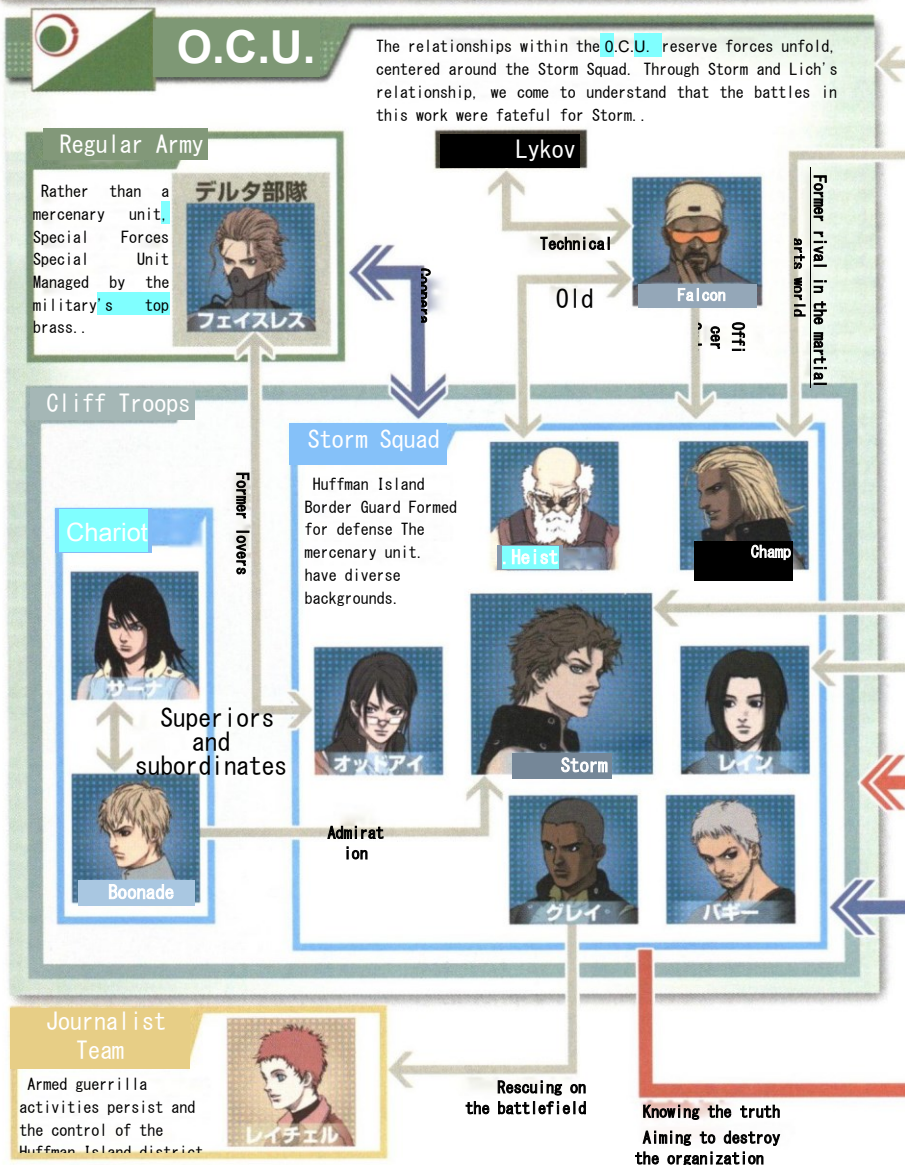
Extra



Getting to the heart of depression!

Front Mission 2089 Character Relationship Chart

This chart introduces the characters appearing in this work. This chart reveals the full scope of the story.





ヴァンパイアズ 【NUMBERS】

A private mercenary unit formed to advance PS Plan research. It becomes clear that members of the Numbers and the S-M Squad have various connections..

Infiltrated as a spy



Alchemist



BATS Comrades
of the Era



Lich



Dagoon

Realizing His True Identity



Dark Knight

Former superior and subordinate

Clash on the Battlefield

C.I.S.U.

O.C.U., the military intelligence gathering Roy was assigned to this unit as a spy and infiltrated the Vampires..



Roy

C. I. S. U.

Operational Unit

The same person

Complex and intertwined

Lich

Dark Knight

To investigate the disappearance of the mercenaries, Dark Knight=□I had been posing as a member of the Numbers to conduct an undercover investigation. Lich knew Roy was a C.I.S.U. investigator, and deliberately kept him in the loop, using Roy to obtain information by using Roy.

Dagoon

Rain

Rain, caught up in the mercenary disappearance incident, saw his unit destroyed. Rain. The commander of that destroyed unit was none other than Lancer=Dagoon. Lancer was taken hostage by Lich, and family were taken hostage. He became Number. But the hostages had already been killed..

Faceless

Roy

Delta Force's Faceless and investigator Roy were close friends and exchanged intelligence they had obtained. The investigation details Roy obtained while infiltrating as a Number had been relayed to Faceless. However...

Hatsudoi

Aisha

The truth of the PS Plan, which connects the human brain to WAP Aisha, an authority in neuroscience, escapes from the research facility. The one who saved Aisha, who was being hunted down, was Odd Eye. This incident led the two to forge a deep friendship.

How to Read

- ➡ Alliances
- ➡ Hostile Relationships

PS Plan
Research

Vampires Research Facility



The Vampires' established to research the PS Plan. facility. gather here.

B組織

The organization that inherited the PS-Plan behind it lies a massive force. force.

The

Surrounded) Uncover the mystery hidden behind the scenes!!

Person• Sō Sō

Explains the core story elements of this work, such as the relationship between Storm and Lich. Also includes explanations of key terms in FM2089.

Jet-Black WAP Unit

The pitch-black WAP units encountered by the Storm Troopers across Huffman Island. As the unit's activity intensified, military high command proposed a joint operation between O.C.U. regular forces military special forces Delta and the Storm Squad. An operation was carried out to uncover the true identity of the pitch-black WAP unit. was launched to uncover the true identity of the pitch-black WAP unit.

However, Delta Force was annihilated during this operation. Their commander, Faceless, was captured. The Storm Squad, tasked by military high command to rescue Faceless, reengaged the pitch-black WAP unit. There, they discovered a message capsule from the destroyed Delta discovered a message capsule. Inside was an astonishing truth written by a startling truth written by Faceless for Odd Eye.

"The Black Unit is Sakata Industries (Hong 1) Private Mercenary Unit Vampires. Az. The unit's objective is to gather outstanding WAP pilots (O2)...J

The true identity of the jet-black WAP unit is finally revealed.



The decisive battle with Lich

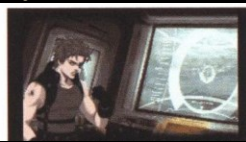
The Storm Squad, assigned to the mission of annihilating the Vampires, a special unit of the Vampires known as the Numbers. Amidst this

Darkna, a member of the Numbers, is revealed to be Roy, an undercover agent of C.I.S.U. Roy. With his help, the Storm Team launches an assault on the Vampires' launches an assault on the Vampires' stronghold.

Waiting at the Vampires' headquarters was the leader, Roy, and Face Res (※ku), whose self had collapsed. During the battle, the past between Lich and S-1-M was revealed. After a fateful confrontation, the S-1 Squad emerged victorious. However, behind the Vampires was the Sakata Indus Tori. Furthermore, the form of a massive organization begins to emerge.



Roy:
It would be better to call him the Dark Knight.



Storm:
I'll ask about the conversation with

KEYWORD

※ | Sakata Industries

A Japanese WAP manufacturer. It specializes in manufacturing computer parts. To create new computers, it established Van Vampires.

2. The Purpose of Vampires

Vampires, for the sake of an experiment, and had been abducting mercenaries. This occurred repeatedly, the truth behind the mercenary disappearances. The members of the Storm Team were also recognized as possessing superior physiques and became targets for the Vampires' hunt. and Bakki was attacked as the first step. With Delta Squad's intervention, Faceless was ultimately abducted as the owner of an exceptional as the owner of an exceptional physique.

Next C.I.S.U.

Abbreviation for Central Intelligence Service of the Union O.C.U., the intelligence agency under the Prime Minister's Office An intelligence agency under the Prime Minister's Office. when confronting armed adversaries.

※ Reason for Faceless's ego collapse

Lich and Storm's past

SI-One was in a special forces unit called BATS in the past, and was active under the name Barrett Stom. Actually, Lich (real name Greg) was also a member of the same unit. BATS conducted dangerous human experiments, and and Storm was rendered unconscious by the prototype Biojammer

(O5) and fell unconscious.

At that time, false memories were implanted in Lich. Lich judged Storm to be a threat manipulated his memories, and erased his past.



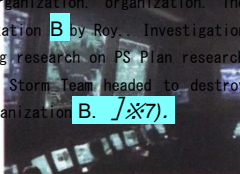
KEYWORD

※Bio Jammer

The weapon used by the Vampires' mage squad that stole Storm's consciousness Biojammer (a specialized radio waves). Incidentally, Storm was frequently plagued by headaches due to the presumed aftereffects of unconsciousness caused by the Biojammer prototype.

The massive organization operating in the shadows

After the destruction of Vampires, researchers hired by the organization for PS Plan research were being attacked one after another by a mysterious organization. Aisha, one of the researchers, sensing danger, escaped the lab. She was protected by an odd-eyed man she happened to meet, and is protected by Odd-Eye. This incident prompts Storm Squad to make contact with the mysterious organization. Investigation reveals that Organization B is conducting research on PS Plan research for developing new weapons (Hong 6).. Storm Team headed to destroy Organization B and set out to destroy Organization B. /※7).



O6 New Weapon

Organization B employed an artificial core system utilizing artificially cultivated brains, as a substitute for pilots, as a substitute for pilots. This experiment was later continued by by Sakata Industries and during the Second Huffman War, as a weapon, completed and used in combat, and

※The Aftermath of the Astorm Squad

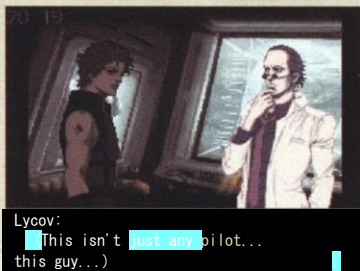
In 2083, the Storm Squadron was frozen by the CISU Executive Unit and transferred to the Special

The Secret of the Three Lords!

Before being assigned to Huffman Island, it is known that they belonged to the mercenary unit BATS, but throughout the story, various keywords related to his past. The right side shows those keywords.

Russian-speaking orphan from Smolensk (Zaftra) from the keywords "Russian-speaking orphanage in Smolensk (Zaftra)". Furthermore, his piloting skills are so exceptional they could overload the WAP, and the keyword "exceptional physical abilities" suggest he possesses physical capabilities superior to the average human, or has undergone some form of physical modification, or has undergone some form of physical modification. The Republic of Rabnu appears in Front Mission 3J introduces the Republic of Rabnu, where artificially created humans, but is it related to Storm?. Could they be related to Storm?

- WAP joint-straining maneuvers. (M01) Lycov
- felt it was "too responsive." (M19) He was at
- the orphanage in Smolensk. (M45) Speaks
- Russian. (M45)



Incidentally, Storm's real name is believed to be Ernest J. Salinji Yar, but it seems he himself doesn't know if that's his real name.

TZRO GY!! MIZUJUNRA 2089 The Underworld

Illustration Gallery & Setting Mater

Featuring special illustrations created by the development staff
WAP and setting materials depicting the characters' daily

キャラクター: -Jiras E

The daily lives and moments of respite of mercenaries who wield WAP in the harsh battlefield, and their moments of



Meeting Scene

Serum and Chariot Squad
Captain Sarna, Squad Member
Nade's Meeting Meeting
Scene. Meal Menu Depending
on the meal, are revealed.
Image: MISSION 04



Undercover Operations

Undercover investigation
into enemy organizations, as
Odd Eye watches them depart.
Rain's embarrassed expression
is cute.

The Girls' Shopping

To enter the hot springs at the base camp Rei chooses a swimsuit and Odd Eye. An illustration depicting the fun time of two girls enjoying their time together. Odd Eye's



Champ's Physique

A scene at the open-air bath near base camp. A scene at the open-air bath near base camp., Gray seems to be. □

Image: MISSION 35



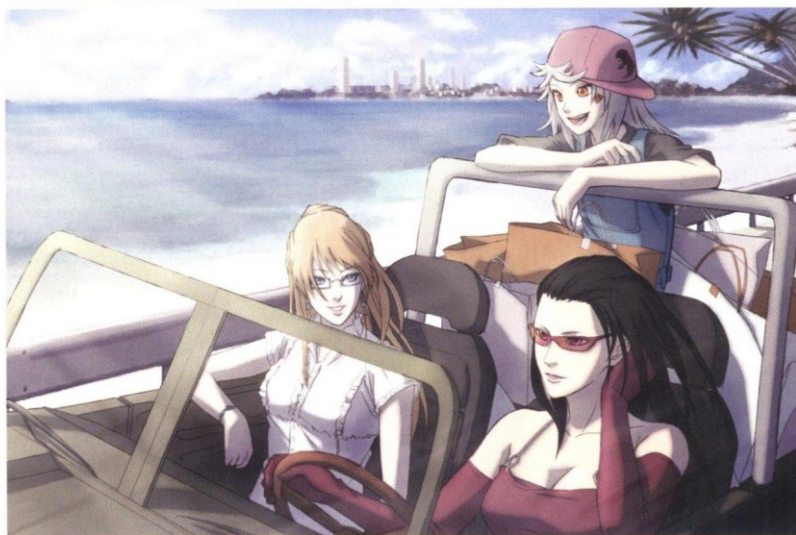
Engineer and a Veteran

Hepa, who has maintained mercenary units for years, He is amazed by the knowledge of the technician who has maintained the mercenary unit for many years. He says, "Lycov is a genius," but his



Battlefield Friendship

From a twist of fate, a deep friendship Champ and Aisha. at the airport where they parted ways ?

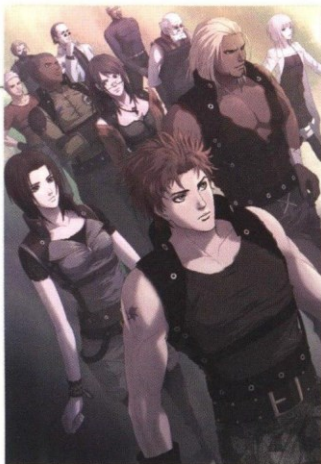


Numbers' Day Off

Though they usually carry out harsh missions as Vampires, is just an ordinary girl. The female members of Numbers seem to get along quite well.

Weasel Wolf Division

Features version-specific illustrations different from the official versions of the Storm Unit and Vampires Unit, and features illustrations from different versions.



S-Team March

The Storm Squad marches in formation. Illustration shows considerable variation.



Storm Trooper March Variations

Each character's gaze and expression have changed in this marching illustration.



1 Storm Troopers Line Up

[Odd Eye Version]

In the official illustration, Rain stands beside Sue-mu. Rain stands next to Suu-mu but in this illustration, Odd Eye stands next to him.

Vampires Line Up:

(Dark Knight Absent Version)

The Dark Knight, who defected from the Numbers during the story and the Numbers Vampires Formation Illustration.



WAP設定イラスト

The pitch-black bloodsucking squadron standing in the way of the S1-1 Squad = Vampires. Introducing the setting illustration for the special WAP they wield.

XW-N
ALLUCARD

The Numbers within the Vampires Corps WAP. The entire unit features a black-based Storm and his comrades' WAPs operated by Storm and others.

XW-N
ALLUCARD

ALLUCARD's hover leg tie. ALLUCARD! This is a dedicated shield is available.

TYPE 301 GOUSAI

XN 【Gousai XN】

Large-scale mobile weaponry dedicated to Numbers Weapon. XN is a missile-equipped.



TYPE 301 GOUSAI XM

【Gousai XM Type】

Primarily piloted by Numbers equipped with the Ki equipped with a Yannon Cannon.



TYPE 301 GOUSAI RS

【Gousai RS Type】

A supply-type large mobile weapon equipped with Riff functionality. Large Mobile Weapon.



XW-Prototype NOSFERATU

The Vampires were experimenting with a prototype WAP. Originally, within the Numbers, x-oo does not exist, but when Faye was connected to this unit, it was named the "rx-oo Vampire." was given the name "rx-oo Vampire".

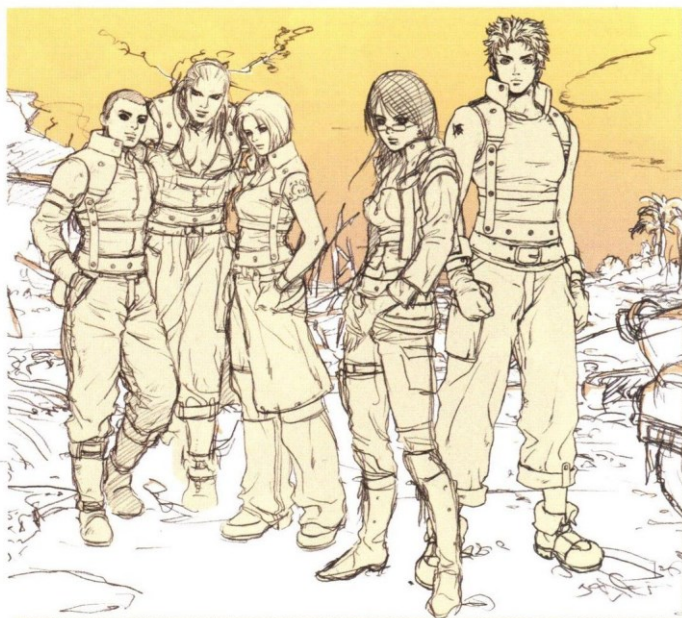
設定&ラフイラスト

Numerous setting illustrations drawn prior to the production of this work are now being released. You can see the journey that shaped the world.



S-1 & Lich!

The protagonist of the story, Soma, and the leader of the Vampires, who are deeply connected to him, Lich. Their relationship seems unchanged since the concept phase.

Storm Squad
Illustration

Illustrated during the early production stages Storm Squad setting Rough sketch. Odd-eyed a role similar to Roy's and note Rain's outfit.

Odd Eye Draft

Before joining the Storm Squad, Odd-Eyed Odd Eye before joining the One-Meteor Squad.. She wears revealing clothing.



S-mu Draft

This illustration was drawn before the character design for S-tom was finalized. This illustration was drawn during a period when the character design for Suto with long hair and a youthful expression and overall feel are quite different quite different from the current Su-mu.



Storyboard & Odd Eye Back Design

A back illustration of the two that you don't usually get to see.. The design of Odd Eye's vest is clearly visible.



Vampires Costume Back Design

Back design of the suit worn by the Vampires. Designed to fit the contours of the body.





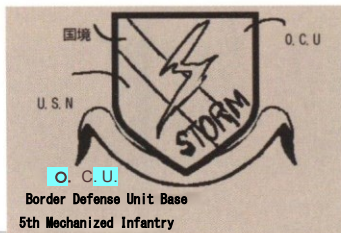
S-I-M Squad Specially Drawn Illustration Rough

部隊章イラスト

Unit insignia used on **WAP** and military uniforms. The design represents the characteristics of the **S-I-M** Squad and Vampires..



BATS
Unit



Storm
Squad Unit



ID Power One Draft



Vampires Unit
Insignia

Here, we feature illustrations of the base facilities and various locations appearing in the story. Last.



I 参=岔目 洗写ス,脳



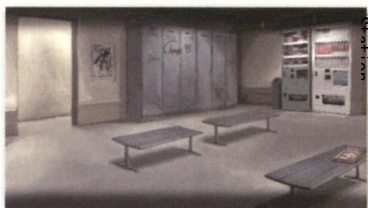
81st



Hay



Roru House



Mercenary



Shooting



Camp



Ritsu-ji-pu



Camp ~ Day ~



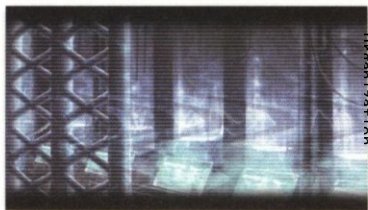
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1



Research



Former Organization

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FRONT MISSION 2089 Border of Madness Official Complete Guide

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FRONT MISSION 2089

Border of Madness

Kari Ana, Oshoumo 089 ダー・オブ・マッドネス

Official Complete



SE-MOOK

Front Mission 2089 Border of Madness Official Complete Guide

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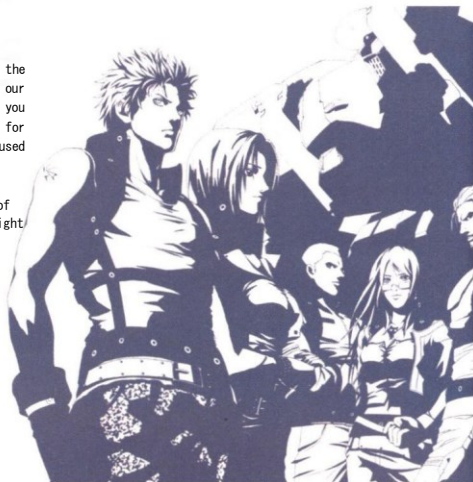
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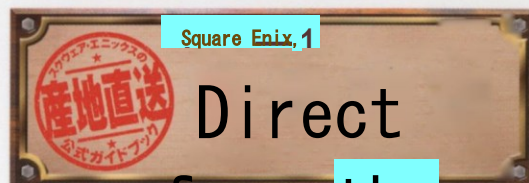
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